



SketchUp

WHAT'S NEW IN V-RAY NEXT FOR SKETCHUP

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PRODUCT DESCRIPTION

V-Ray Next for SketchUp is much more than just a renderer. Not only is it quick and easy, it's a natural extension of your SketchUp design workflow. It comes with everything you need to render anything you can imagine – from your earliest design concepts to your final photorealistic images. And it's compatible with lots of ready-made assets and scenes from other V-Ray applications which opens up a world of possibilities.

V-Ray Next for SketchUp is now twice as fast. Not only does it render faster, but with its improved lighting setups, better asset management, and even more seamless integration, your workflow will be faster too.

WHAT'S NEW

STREAMLINED CREATIVE WORKFLOW



DEEP SKETCHUP CONNECTION

Enjoy a natural, streamlined design workflow that leaves more room for creativity

V-Ray Scene Importer. Import any .vrscene file directly as a SketchUp model with correctly sized and positioned objects, proper texture placement, lights and proxy references

New toolbar. A new V-Ray Toolbar is added exposing some utility functionality. The Inspector can be found there, as well as all the V-Ray UV Tools and two new display mode toggles for the viewport widgets

Improved Batch Rendering. Use the Cloud Batch Render function to render a SketchUp Scene batch on the V-Ray Cloud

Scene Inspector. A new universal tool for scene and materials hierarchy exploration. It can also be used for direct light intensity manipulations in the viewport

Customizable viewport styles. Easily customize the way V-Ray items are displayed in the SketchUp viewport and hide them at will



POWERFUL ASSET MANAGEMENT

Streamline your creative workflow with these new features for asset management and creation

Asset Library Management. Manage assets of any type in an intuitive customizable folder structure. Quickly search through huge number of assets in either the built-in library or in any other library location

Asset Outliner. List and manage materials, lights, geometries, render elements and textures in a unified way and visualize shader hierarchies

Texture instancing. Map multiple material parameters with the same source texture to simplify the shader structure and management

Multi-selection. Select multiple scene or library assets as well as multiple toolbar filters to speed up your workflow

Universal asset preview. View preview of materials, lights, textures and render elements in a single viewer. Observe how parameter changes affect the appearance of the asset in a specific isolated setting

Intuitive asset creation. Quickly create new assets in the Asset Editor from the footer create menu, outliner filter icons or from the library Create section

UI display levels. Use either the Basic set of asset parameters or activate the Advanced mode to list all options



NEW MASKING METHODS

Material ID Number. Create a colorful mask for scene objects based on material ID numbers

MultiMatte Materials. Creates red, green, and blue selection masks based on material ID numbers



FAST AND EFFECTIVE LIGHTING

Smart, lightning fast lighting for significantly improved interior scene setup efficiency

Light size controls. Use the size parameters added to the V-Ray area lights to resize multiple light instances at the same time or change the light size without affecting its intensity

Adaptive Dome Light. Faster, cleaner and more accurate image-based environment lighting. Up to 7x faster than before. Lighting interiors using a Dome is now a valid option and significantly improves interior scene setup efficiency

Automatic camera exposure and white balance. Using adaptive learning techniques to render a perfectly exposed and color balanced image

Lighting Analysis tool. Accurately measure the real-world illumination levels in your scene with this new render element



EFFICIENT RENDER CONTROLS

Click less, render more with new and improved UI controls

Redesigned camera UI. Redesigned layout for the camera controls letting you manipulate the quick and advanced parameters at the same time

Custom output resolution. Specify custom pixel resolutions without bothering with the aspect ratio

Redesigned render settings UI. Better organization for the advanced render settings with new functionality added



NEW MATERIALS AND TEXTURES

Material Metallics. Added support for PBR shaders with its new Metallic layer of the Generic material

Curve Color Correction. Remap any texture color values using R, G, B or H, S, V curve controls

OPTIMIZED PERFORMANCE



AI DENOISER

Denosing with AI. Use the new NVIDIA AI Denoiser to instantly remove noise while rendering and make close to real-time iterations

Denoised Render Elements. Denoise individual render elements for added control in compositing



SCENE INTELLIGENCE

V-Ray Next automatically analyzes your scene to optimize rendering so you get the best quality in less time. See [Adaptive Dome Light](#) & [Automatic Camera Exposure](#)



FASTER RENDERING

Render 2x faster

Render speed. V-Ray now renders twice as fast on average thanks to a large number of performance optimizations

Modernized shaders. The internal shader structure used in V-Ray for SketchUp is updated and modernized. This improves the render speed, GPU Engine feature support and V-Ray Cloud compatibility

Scene intelligence. Automatically analyzes your scene to optimize rendering so you get the best quality in less time

Twice as fast V-Ray GPU. New rendering architecture renders twice as fast across GPUs with support for more of V-Ray's high-end production features and bucket rendering mode

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