



 **v·ray** For
3ds Max

CHAO2GROUP

trendsetting
rendering
technologies

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Image courtesy of Chaos Group



Chaos Group's flagship product, V-Ray for 3ds Max, has made its mark in the Architectural, Automotive & Product Design industries because of its ability to quickly render realistic images without ever losing control of the production process.

V-Ray for 3ds Max's incredible stability and power provides visualization specialists with exceptional rendering capabilities. Renowned studios around the world, such as Blur Studio, Neoscape, IKEA, Pure, Citroën, Siemens AG, and Spine 3D, embrace the power of V-Ray in their production pipeline. V-Ray is an universal tool recognized for its speed, uncompromised precision, rich feature list and ease of use.

V-Ray for 3ds Max Key Features

SHADING

Efficient shading system optimized for ray-tracing - specially optimized shaders to improve render speeds

Support for efficient material layering - quickly render complex materials using the V-Ray Blend material

Fast Sub-surface scattering shader - V-Ray FastSSS2 material uses a pre-pass to create fast and accurate subsurface scattering effects with support for both single and multiple scattering

V-RayCarPaintMtl - create stunning car paint shaders complete with base, flake and coat layers. Full mapping support allows for amazing flexibility and a wide range of effects

V-RayDistanceTex texture - use this procedurally generated texture to create a wide range of effects based on the distance between objects in the scene. The map is computed analytically without raytracing and can be used to drive other render-time effects like V-Ray fur and displacement mapping

V-RayMultiSubTex - use this V-Ray specific texture to assign different textures based on object ID

Dispersion - the new and improved V-Ray material comes with a complete support for light dispersion. This simple yet powerful feature allows you to create stunning close ups of refractive objects with caustics that dazzle the eye

LIGHTS

Physically accurate full global illumination solutions - create accurate GI solutions using a combination of the provided global illumination methods.

Physically accurate lights - create realistic illumination using physically-based lights, including IES lights and true area lights with support for texture mapping

Directionality parameter for rectangle V-Ray lights - turn the V-Ray rectangle light into a textured directional light with the new Directionality Parameter

Efficient illumination from HDR environments - create accurate IBL solutions with sharp shadows at a fraction of the usual render times

V-Ray Light Lister - quickly set up and adjust complex lighting with the help of the new V-Ray Specific Light Lister

RENDER OUTPUT

Support for additional render elements - have full control in compositing by separating the render into render elements

V-RayLightSelect Render Element - become a master of lighting with the new V-RayLightSelect feature and extract the contribution of each light to the scene or compose all the lights back together and change their intensity in real time in any compositing software

Ultimate resolution of any issues caused by Distributed Rendering - the new V-RayDRBucket render element enables you to identify which render slave rendered each bucket in the final scene

EFFECTS

V-RayExposureControl plug-in - proper exposure of regular viewport and camera views, including orthographic views

V-RayLensEffect render effect - simulate the inherent imperfections of real world cameras by adding a full range of bloom and glare effects complete with light dispersion and obstacle mapping

V-Ray Lens Analysis Tool - quickly create realistic (measured) distortion patterns for your V-Ray Physical Cameras. With the help of the V-Ray Lens Analysis tool you can easily match the distortion of your real world and your virtual cameras

Depth of field with bokeh effects - create fast and accurate physically based depth of field effects using the V-Ray Physical camera

Accurate motion blur - efficient and accurate physically based true 3D motion blur effects using the V-Ray Physical camera

OPTIMIZATIONS

Stereoscopic setup - use the V-RayStereoRig helper to quickly set up stereoscopic images and animations. In addition, the built in support for shade maps allows for much faster rendering of Depth of Field and Motion Blur effects with or without stereoscopy

Bidirectional Path Tracing (BPT) - create accurate, unbiased light solutions with caustics that are so sharp that they are dangerous to view

Dynamic loading of tiled OpenEXR - load tiled OpenEXRs on the fly with the help of the new and improved V-RayHDR texture

On-demand geometry loading from the disk - use V-Ray Proxy to render millions of polygons at maximum memory efficiency by storing the geometry on the hard drive

Displacement mapping - precisely control the displacement on a per object basis with the V-Ray Displacement modifier

Three different image sampling methods - fast anti-aliasing engines to fit any case and requirements

CHAOS GROUP develops trendsetting rendering technologies for the **Architectural, Film & VFX, Automotive & Product Design** industries.

“V-Ray is a supremely brilliant rendering engine with mind bending approaches to visualizing 3 dimensional forms.”

Kevin Margo
CG Supervisor, Blur Studio

“V-Ray is an amazing product and even better, it's backed by a VERY solid group of people for support. Their render engine keeps on blazing trails and is second to none. Cheers to V-Ray and Chaos Group.”

Robert Nederhorst
VFX Supervisor, Svengali FX



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