



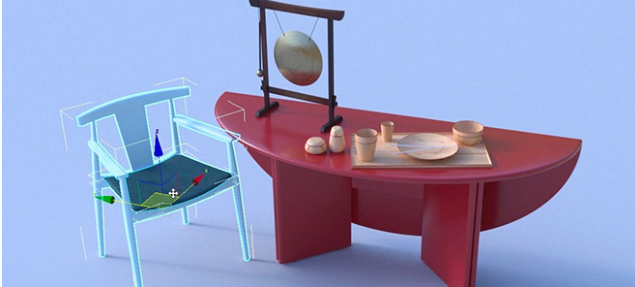
3ds Max

V-RAY NEXT FOR 3DS MAX, UPDATE 1 – KEY FEATURES

November 2018

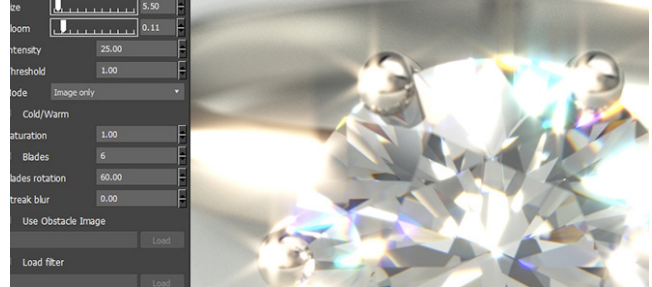


NEW FEATURES



NEW VIEWPORT IPR & IMPROVED INTERACTIVITY

Keep working while you render with fast new viewport IPR. Interactivity in V-Ray IPR on CPUs is now faster and supports atmospheric effects.



NEW LENS EFFECTS

New glare and bloom lens effects have been fully redesigned to be faster and more accurate.



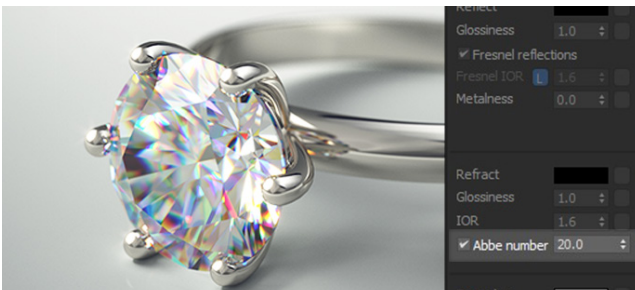
GPU BUCKET RENDERING

Faster multi-GPU performance on workstations and distributed rendering, plus added support for Cryptomatte render elements.



GPU FAST FOG

Faster, better sampling of environment fog helps you quickly add depth to any scene with V-Ray GPU.



GPU DISPERSION

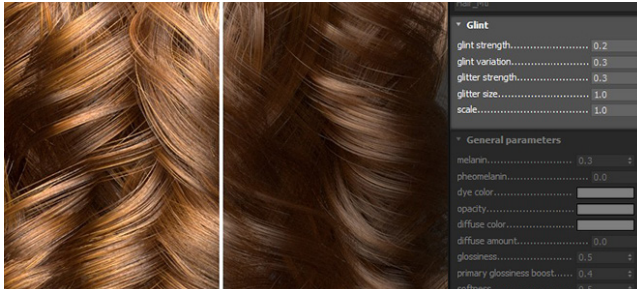
Now available in V-Ray GPU, render highly accurate light refractions that split into their component colors.



ROLLING SHUTTER

Emulate the warped motion blur effects common in digital video and cell phone cameras.

NEW FEATURES



GLINT & GLITTER HAIR CONTROLS

The V-Ray Physical Hair material adds new Glint and Glitter controls for better highlights.



IMPROVED LIGHTING RENDER ELEMENTS

Improved lighting passes provide consistent, artifact-free results that are independent of light sampling as well as better support for the Adaptive Dome Light.



ENHANCED COLOR CORRECTIONS

VFB color corrections (incl. Background and LUT) can be saved with the final render as raw .vrimg or OpenEXR files. LUT strength can also be controlled.



IMPROVED V-RAY CLOUD SUPPORT

Improved V-Ray Scene export adds support for more features when rendering on V-Ray Cloud.

KEY FEATURES

RENDERING

NEW – POWERFUL SCENE INTELLIGENCE

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

NEW – NVIDIA AI DENOISER

Instantly remove noise while rendering. Based on AI-accelerated denoising technology by NVIDIA.

HIGHLY-OPTIMIZED ADAPTIVE RAY TRACING

Render professional-quality, photorealistic images and animation with adaptive ray tracing technology.

V-RAY IPR

Fully interactive production rendering.

NEW – 2X FASTER GPU RENDERING

Fast new GPU rendering architecture with support for more of your favorite high-end production features.

POWERFUL GPU + CPU RENDERING

V-Ray GPU renders on CPUs as well as NVIDIA GPUs, to take full advantage of all available hardware.

V-RAY DENOISER

Automatically remove noise and cut render times by up to 50%.

RESUMABLE RENDERING

Stop your render at any point and pick up where you left off.

LIGHTING & ILLUMINATION

NEW – ADAPTIVE DOME LIGHT

Faster, cleaner and more accurate image-based environment lighting. Up to 7x faster than before.

NEW – LIGHTING ANALYSIS TOOLS

Accurately measure the light levels in your scene using new lighting analysis tools.

GLOBAL ILLUMINATION

Choose from several global illumination options – exact, approximate or a hybrid of both.

ADAPTIVE LIGHTS

New algorithm that dramatically speeds up rendering in scenes with many lights.

ACCURATE LIGHTS

Simulate any type of natural, artificial, or image-based lighting with a wide range of light types.

KEY FEATURES

CAMERAS & OPTICAL EFFECTS

INTERACTIVE LENS EFFECTS

Instantly add GPU-accelerated glare and bloom for added photorealism. Fine-tune lens effects interactively while you render.

VIRTUAL REALITY

Experience your project in virtual reality. Create content for popular VR headsets with 6x1 cubic and spherical stereo camera types.

PHOTOREALISTIC CAMERAS

Real-world camera controls let you work like a photographer. Render images with detailed depth of field and cinematic motion blur.

NEW – POINT & SHOOT CAMERA

Perfect renders are as easy as taking a snapshot with new Automatic Exposure & White Balance.

MATERIALS

NEW – PHYSICAL HAIR MATERIAL

Render more realistic-looking hair with accurate highlights and melanin color controls.

NEW – V-RAY SWITCH MATERIAL

Apply several materials to the same object and select the one you want at render time.

PHYSICALLY BASED MATERIALS

From multilayered car paint to accurate subsurface scattering, you can make any material imaginable.

VRSCANS MATERIAL LIBRARY SUPPORT

650+ scanned materials.
Import and render directly in V-Ray.

NEW – METALNESS

The V-Ray Material adds support for PBR shaders with new Metalness reflection controls.

NEW – V-RAY PLUGIN MATERIAL & TEXTURE

Load any texture or material that's available in V-Ray Standalone and render it in V-Ray Next.

ALSURFACE MATERIAL

General-purpose shader by Anders Langlands includes built-in SSS controls; popular for skin.

GLOSSY FRESNEL

New, physically-accurate reflection model.

KEY FEATURES

TEXTURES

MEMORY-EFFICIENT TEXTURES

Work with production-ready, multiresolution tiled textures from your favorite applications, like MARI, Mudbox and Zbrush.

TRIPLANAR MAPPING

Quickly apply seamless textures without UVs.

ROUNDED CORNERS

Generate perfectly smooth edges at render-time with no extra modeling.

GEOMETRY

PROXY GEOMETRY

Render massive scenes with proxy objects. V-Ray proxies efficiently replace complex scene geometry and load only at render time.

SPECIALTY GEOMETRY

Create unique geometry like infinite planes, metaballs and isosurfaces, particles and object cutaways with render-time booleans.

NEW – LAYERED ALEMBIC WORKFLOW

Efficient handling and support for Alembic 1.7 with layers.

HAIR & FUR

Render realistic hair efficiently and flicker-free. V-Ray includes procedural fur, optimized hair shaders, and supports 3ds Max Hair&Fur, HairFarm and Ornatix.

CLIPPER WITH RENDER-TIME BOOLEANS

Create complex cutaways and sections using any mesh object.

KEY FEATURES

ATMOSPHERIC & VOLUMETRIC EFFECTS

VOLUME RENDERING

Render fog, smoke and atmospheric effects that respond correctly to light. Bring in volume grid caches from Houdini, FumeFX and PhoenixFD.

AERIAL PERSPECTIVE

Simulate natural looking skies with realistic atmospheric depth.

NEW — GPU VOLUME RENDERING

V-Ray GPU now supports blazing fast rendering of volumetric effects like smoke, fire and fog.

RENDER ELEMENTS

RENDER ELEMENTS

Choose from nearly 40 unique beauty, utility and matte passes to give you more control over your rendered images in compositing.

NEW — DENOISED RENDER ELEMENTS

Denoise individual render elements for added control in compositing. Supports animation.

FULL LIGHT SELECT RENDER ELEMENT

Now with full support for GI, reflections and refractions for accurate light mixing in post.

CRYPTOMATTE

Auto create ID mattes with support for transparency, depth of field, and motion blur

UX & INTEROPERABILITY

V-RAY FRAME BUFFER

Review, analyze and post-process your renders directly in V-Ray's advanced frame buffer.

NEW — MULTI-LANGUAGE TOOLTIPS

Tooltips are now in multiple languages: Japanese, Korean, Russian, Italian, Portuguese and Spanish.

CLOUD RENDER CHECK

New utility checks your scene to see if it's ready to render on the cloud with Linux and V-Ray Standalone.

CHAOSGROUP