chaos V-Ray

V-Ray 5 for 3ds Max, update 2

What's new

October 2021

Introduction

V-Ray 5, update 2 is packed with features to help you focus on your designs and increase your productivity.

Use the new V-Ray Decal to rapidly place materials anywhere on surfaces and other materials without additional UVW mapping work. V-Ray 5's new VFB gets even more capable with a new Sharpen & Blur layer and Batch Image processing. Materials can now be easily assigned from Chaos Cosmos, with 200 new materials to start. New creative lighting possibilities unfold as light sources can now be used within the VRayInstancer. And much more...

Key features in V-Ray 5 for 3ds Max, update 2

V-Ray Decal. Project V-Ray Decals onto surfaces at any angle without extra UVW work or disturbing any underlying materials for quickly making anything from IndyCars and container labels to cracks, stains and scratches.

Sharpen/Blur layer in V-Ray Frame Buffer. V-Ray 5's extensive post-processing capabilities are bolstered with batch image processing and a new Sharpen/Blur layer for even more artistic control without leaving 3ds Max.

Chaos Cosmos materials. More than 200 free, high-quality materials have been added to Chaos Cosmos. Just drag & drop onto surfaces for immediate use and adjust them as you'd like.

V-Ray Instancer lights distribution. More versatile ways of distributing lights in the scene. Instance your lights based on any kind of particle system.

Atmospheric light contribution control. Improved control to speed up your lighting setup. Easily tweak how much an individual light illuminates the environment fog around it.

Extended material override. In addition to update 1's extensive global override functions, you can now preserve a scene's materials' original reflection, coat, sheen, and displacement.

Extended V-Ray Dirt. New advanced options in VRayDirt ensure precise and agile control over weathering effects.
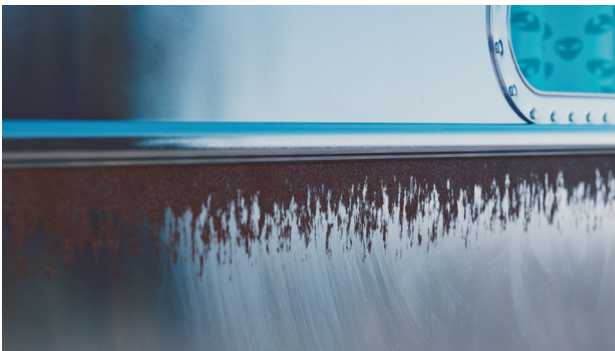
Chaos Cloud updates. An improved cloud rendering experience to speed up project delivery. Displacement is now consistent with V-Ray for 3ds Max, and we've added initial support for SiNi scatter and Anima 4D.

And more...

GPU updates. New V-Ray Material translucency and support for Sparse Volumes using Nvidia's NanoVDB library are now available on V-Ray GPU.

Initial support for Pixar's USD format. With USD, you can smoothly exchange large amounts of data between DCC tools. And you can reference and render USD files in V-Ray for 3ds Max.

Rendering animations with Vantage. Render 3ds Max animations with Vantage via live link.

Improved UI draw times. Faster UI loading time for most commonly used materials. For even more V-Ray 5 for 3ds Max, update 2 features, check out our documentation page.

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Create your world.