V-Ray 5 for Revit, update 2

What's new

February 2022

V-Ray 5
for Revit

Introduction

V-Ray® 5 for Revit, update 2 includes brand new workflows to craft work faster and share it in more engaging ways.

New Workflows

Linked replacements control — Now, you can have total creative control over V-Ray material and object replacements in the BIM model's linked files from within the host project. We've exposed the settings in the linked files so you can edit them for the purposes of their current project without disrupting the original file. With this powerful new workflow for materials and objects, you can reuse previous work and achieve visual consistency without ever leaving your current project, significantly speeding up the visualization process for complex models.

Scatter — The new scattering tool is perfect for building terrain around your model. Rich detail can be added by placing hundreds, thousands, or millions of objects and Chaos Cosmos models on any surface in an intuitive and memory-efficient way. Disperse multiple objects simultaneously and control their size, orientation, and density for maximum realism.

Chaos Vantage live link — Take designs to the next level with Chaos Vantage. With the new Live Link, even the biggest and most complex models can be explored in pure ray traced real-time with zero setup. Navigate and interact with the model's true lighting and materials, and create animations and images with ease. An NVIDIA® RTX card is required to make the most of Vantage.

V-Ray Material improvements — With new additions to the V-Ray standard Material, users can effortlessly create complex transparent and translucent materials. The new thin-walled reflection control is perfect for quickly turning any plain into glass, making it easy to create windows, soap bubbles, or leaves. Volumetric translucency and SSS modes can be used to set up materials with subsurface scattering such as skin, wax, and plastic.

More artistic control in post — The V-Ray Frame Buffer compositor has become even more versatile with a sharpen and blur effect to polish final renders.

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Chaos Cosmos updates

Materials category — Chaos' curated collection of render-ready V-Ray content adds an important new category: materials. Take advantage of 200 new assets, including terrain, tiles, wooden floors, brick walls, and more. Cosmos materials can be used out-of-the-box or you can customize their color, bump, gloss, and more.

Customizable assets — With the ability to access Cosmos 3D models' underlying materials, users get to significantly expand their creative possibilities with the Cosmos 3D models as they get access to the underlying materials. Material parameters such as color can now be changed or you can completely replace a material to get the desired look.

Improved asset management — All Cosmos family items are now conveniently organized into a separate sub-tab of the Families tab, making it easier to access and distinguish them.

New capabilities in V-Ray Vision

Standalone app export — Share models with clients and colleagues via an executable file. Recipients of the file don't require a V-Ray license and can enjoy the full functionality of Vision — navigation controls, color correction parameters, and more.

Sun animation support — Revit's native solar studies can now be loaded into Vision for quick and easy exploration and exported as video to share with peers and clients.

Grass support — Preset grass can easily be added to any surface to help build realistic terrain in an efficient way.

IES lights support — IES light profiles can now be used for more realistic presentations in Vision.

Ambient lights support — Users can trigger Ambient Light Mode to give a brighter presentation of scarcely lit spaces like interiors without direct sunlight.

Other improvements — A more optimized system for handling large quantities of scene objects is implemented, leading to faster load times. Screen-space reflections of objects are enhanced as their quality improves over time when the camera is static. Panorama images can be exported with higher quality than previously possible and user-defined camera orientation is taken into account.

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