# V-RAY FOR UNREAL KEY FEATURES

October 2018

## KEY FEATURES

**Physical Materials & Translation.** Automatically converts V-Ray materials to approximate Unreal materials. Original V-Ray materials are used when rendering.

**V-Ray Light Baking.** Bake your ray-traced lighting with V-Ray for the highest quality real-time illumination.

**Accurate Lighting.** Render your Unreal scenes with physically accurate, ray-traced lighting from V-Ray.

**Global illumination.** Render realistic bounced light using V-Ray's Brute force and proprietary Light cache global illumination.

**GPU+CPU Rendering.** Render on all your hardware — with support for CPUs, NVIDIA GPUs, or a combination of both.

**Rendering Animation.** Render sequences from the Unreal Sequence Editor to create V-Ray-quality, ray-traced animated cinematics.

**Distributed Rendering.** Leverage the power of multiple machines working together to speed up rendering and light baking.

**Render Elements.** Supports a wide range of render elements for better control in compositing.

**V-Ray Proxy Support.** Load high-resolution assets at render time using memory-efficient V-Ray Proxy objects.

**Unreal Foliage Support.** Compatible with Unreal's native foliage system for rendering large environments and landscapes.

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