



Unreal

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What's New in V-Ray for Unreal, update 3

June 2020

KEY FEATURES

Chaos Cloud. Fast, simple cloud rendering and light baking, directly from Unreal Engine. Chaos Cloud handles everything for you automatically — from licensing and uploading your scenes to distributing your job across virtual machines.

Support for Unreal Engine 4.25

V-Ray now fully supports the latest version of Unreal Engine.

Unreal Sun & Sky. V-Ray now adds extra realism to Unreal's Sun & Sky. Explore and visualize the impact of natural light and shadows on your designs across a variety of timespans.

V-Ray Standalone baking. Free your computer memory by light baking in V-Ray Standalone. Export your .vrscene from Unreal Engine, then open it and bake in V-Ray Standalone.

Loading lightmap atlases. Speed up your workflow by loading previously rendered lightmap atlases. Cache the lighting in separate image files and reuse them later, or resume a previous baking process from the last atlas, bake just some parts of your level or even modify the lightmaps prior to import.

Automated data prep from 3ds Max. This new script makes it easier to convert 3ds Max data. It automatically unwraps objects and optimizes materials, so they're ready to be imported and used in Unreal Engine.

Substance support. Add your favorite textures created with Substance and V-Ray and bring your designs to life.

Cryptomatte. Automatically generates and stores object- or material-based masks. It's perfect when you need to accurately select objects in post-production.

Landscape (partial support)*

V-Ray is now capable of rendering a variety of terrains with different materials, slopes, heights and more. ***The landscape specific material expressions are not supported.**

Mesh light. Turn any object into an efficient light source thanks to the new Mesh light support.

CHAOSGROUP