

chaos



V-Ray 5 for Cinema 4D, update 2

What's new

December 2021



Introduction

V-Ray 5, update 2 adds in a number of new features to help users streamline their workflows. Additions include free, render-ready materials in Chaos Cosmos, new options to easily randomize textures, a live link with Chaos Vantage, and even more post-processing capabilities with the VFB's new Blur and Sharpen layers.

Working with multiple lights is more efficient with Light Instancing. Light Cache now runs on the GPU, bringing a boost in performance. Plus, we've introduced native support for Apple's M1 processors, allowing macOS users to unleash their devices' full potential. And more.

Key features in V-Ray 5 for Cinema 4D, update 2

Streamline your workflow

Materials now available in Cosmos — In addition to high-quality 3D models and HDRI skies, [Chaos Cosmos](#) now includes 200 high-resolution V-Ray materials that are ready to render just the way you want. [Browse materials](#)>

New randomization options — The new V-Ray UVW Randomizer with Stochastic tiling helps you easily add randomness and variety to materials for extra realism, and eliminates the problem of texture tiling artifacts.

Live Link with Chaos Vantage — If you're working with an NVIDIA RTX graphics card, you can see a real-time ray traced view of your scene using the new live link between V-Ray for Cinema 4D and Chaos Vantage.

Blur and Sharpen in the VFB — Adjust the details of your renders using the new Blur and Sharpen layers right in the V-Ray Frame Buffer. No need for a separate post-processing app!

Maximize efficiency and performance

GPU Light Cache — V-Ray Light Cache now runs on your GPU, so your renders start faster.

Light instancing — Work with multiple lights more efficiently, and improve performance with new V-Ray Light instancing.

Support for Apple M1 processors — macOS users can now unleash the full power of their M1-powered devices with native support for Apple's new ARM-based processors.

Reintroduced

V-Ray Render Masks – Make changes to any object or group of objects in your scene even after you've rendered. No need to re-render the whole image.

V-Ray scene import – Import and render V-Ray scenes from other applications, or share render-ready V-Ray for Cinema 4D content.



Create your world.