



SketchUp

FEATURE SET COMPARISON

V-Ray for SketchUp Versions 2.0, 3.6





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V-Ray for SketchUp Versions 2.0, 3.6

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WEB RESOURCES

Help Index

Videos Showing New Features

V-Ray Tutorials

Amazing Support

News and Everything V-Ray

docs.chaosgroup.com/display/VRAYSKETCHUP

www.youtube.com/watch?v=K304-hfPMOE&feature=youtu.be

www.youtube.com/playlist?list=PLm2Irfq-UvZ0iC1UBzfH4YPkGM2R8R-p6

support@chaosgroup.com

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SKETCHUP VERSION COMPATIBILITY



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
SketchUp 2018		✓
SketchUp 2017		✓
SketchUp 2016	✓	✓
SketchUp 2015	✓	✓
SketchUp 2014	✓	
SketchUp 2013	✓	
SketchUp 8	✓	



RENDERING FEATURES



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
Bucket Rendering	✓	✓
Progressive Rendering		✓
Interactive CPU Rendering	✓	✓
Interactive GPU Rendering (CUDA)	✓	✓
Interactive GPU Rendering (OpenCL)	✓	
Interactive Render Elements		✓
Non-Interactive (Production) GPU Rendering		✓
Hybrid Rendering (CUDA)		✓
Viewport Rendering		✓
Viewport Region Rendering		✓
Speed Improvements		✓
Distributed Rendering	✓	✓
V-Ray Swarm		✓
Denoiser		✓
Standalone Denoiser		✓
Denoising without re-rendering		✓
Hardware Accelerated Denoising		✓
Min Shading Rate Control		✓
Variance Based Image Sampling		✓
V-Ray Standalone		✓
Faster Hair Rendering		✓
Use of Embree		✓



RENDERING FEATURES



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
Embree for Hair		✓
Faster Proxy/Instances Rendering		✓
Faster Fur Rendering		✓
Probabilistic Lights		✓
Adaptive Lights		✓
Max Ray Intensity		✓
Light Cache DR		✓
Add/Remove DR machines on the go		✓
DR Automatically Cache render assets		✓
DR Use/Don't use local machine	✓	
DR Limit local machine CPU usage		✓
VR Scene Export	✓	✓
Optimized VR Scene size		✓
Faster Scene loading		✓



GEOMETRY FEATURES



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
V-Ray Proxy	✓	✓
V-Ray Proxy in Interactive	✓	✓
V-Ray Proxy Alembic files support	✓	✓
V-Ray Proxy Animation support		✓
V-Ray Proxy Export options	✓	✓
V-Ray Proxy Low-poly preview mesh generator modes		✓
V-Ray Proxy Mesh Preview modes		✓
V-Ray Proxy preview update upon file change		✓
VRayScene Importer		✓
VRayScene Mesh Preview modes		✓
VRayScene Light Sources control		✓
Mesh Viewer		✓
V-Ray Fur		✓
V-Ray Fur Curl Map		✓
V-Ray Fur in Interactive		✓
V-Ray Fur CUDA Support		✓
Displacement	✓	✓
2D Displacement		✓
Displacement CUDA Support		✓
Clipper		✓
Mesh Clipper		✓



GEOMETRY FEATURES



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
Mesh Clipper Intersection mode		✓
Object ID support		✓



USER INTERFACE FEATURES



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Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
New optimized user interface		✓
V-Ray Toolbar	✓	✓
V-Ray Light Lister		✓
V-Ray Light Lister quick controls		✓
V-Ray Geometry Lister		✓
Material Library UI		✓
GPU Device Select UI		✓
Quick Settings		✓
Quality Presets	✓	✓
Material Quick Settings		✓
Material multi-export	✓	
Material Swatch Preview Scenes		✓
Custom V-Ray to SketchUp Material binding		✓
Sub-materials quick navigation		✓
Improved Texture Creation UI		✓
Simplified UI Levels		✓
Dockable VFB windows		✓
UI Tooltips	✓	✓
File Path Editor		✓
Save Image file-specific options		✓
V-Ray Color Picker		✓
Vector Toolbar Icons		✓

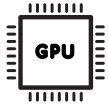


USER INTERFACE FEATURES



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
Object ID controls		✓
Viewport Render blending controls		✓
4K Display support		✓



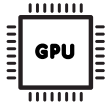
GPU (CUDA)

Since v3.60, CUDA rendering can be performed on Fermi-, Kepler-, Maxwell-, and Pascal- based NVIDIA cards as well as CPUs



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
QMC sampling		✓
Displacement		✓
UDIM		
Render Elements		✓
Edges Texture		
Texture Baking		
Anisotropy		✓
Spherical Panorama		✓
Light Cache		✓
Fur		✓
Dirt		✓
User Color/Scalar		✓
Light Select Render Element with GI		✓
Orthographic Camera		✓
Procedural textures in Environment		✓
VRayPlane		✓
Aerial Perspective		✓
Shadow Catcher		✓
VRay Stochastic Flakes material		✓
Mip-map textures		✓
Memory optimizations		✓
Render Mask		



GPU (CUDA)

Since v3.60, CUDA rendering can be performed on Fermi-, Kepler-, Maxwell-, and Pascal- based NVIDIA cards as well as CPUs



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
Low thread priority		✓
Additive mode on Blend Material		✓
Transparency for layers in Blend Material		✓
VRayAtmosphere RE support		✓
Irradiance map from file		✓
VRayRenderID RE		✓
VRayObjectID RE		✓
VRayMtlID RE		
Ground Projection for environment textures		✓
Optimized Gradient Ramp support		✓
Adaptive Lights		✓
VRayClipper		✓
Bump textures optimiztaions		✓
Subsurface Scattering material		✓
2D Texture transformations		✓
Improved procedural textures support		✓
Rectangle Light Directionality		✓
Texture Placement support		✓
VRayBRDF and RefractionBRDF Fog Color		✓
Matte Surface and Matte Shadows		✓
Denoiser		✓



ADDITIONAL FEATURES



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
Cubic 6x1 Camera	✓	✓
Stereo Spherical Camera	✓	✓
Aerial Perspective		✓
Environment Fog		✓
Sun Animation support		✓
Ground Environment Projection		✓
Ground Albedo Color		✓
Sky Horizon offset and blend control		✓
Ellipse Light shape		✓
Control for Specular/Diffuse contribution in Lights		✓
Rectangle Light Directionality		✓
Denoiser and Lens effects update frequency controls		✓
Depth-of-field	✓	✓
Depth of Field pick from scene	✓	✓
Blend Material editable layer ordering		✓
Material Reflection Dim Distance		✓
ColorCorrection texture's Lift/Gamma/Gain parameters		✓
Color Manipulation options for all textures		✓
Lens analysis tool	✓	✓
img2tiledexr tool	✓	✓



ADDITIONAL FEATURES



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
Free trial	✓	✓
Unlimited Trial Functionality		✓
Online Licensing		✓



VFB FEATURES



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
Lens Effects in VFB	✓	✓
No re-render for Lens Effects	✓	✓
Color Balance in VFB		✓
Exposure in VFB	✓	✓
White Balance in VFB		✓
Hue/Saturation in VFB		✓
Levels in VFB	✓	✓
Curve in VFB	✓	✓
Bitmap Background VFB		✓
Contrast in VFB		✓
Highlight Burn CC		✓
LUT in VFB	✓	✓
ICC in VFB	✓	✓
OCIO in VFB		✓
Save CC from VFB - LUT and .vccglb		✓
Load CC from History		✓
Auto save finished render		✓
Hardware acceleration for lens effects		✓
Render resolution update during Interactive		✓
Store Color Corrections data in project file		✓
"Use Project Path" History setting		✓
Progress and messages display bar		✓



MATERIALS FEATURES



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
Free Material Library		✓
VRScan Material		✓
Angle Blend	✓	✓
V-Ray Curvature map		✓
V-Ray MultiSubTex	✓	✓
V-Ray 2Sided Material	✓	✓
V-Ray 2Sided Material Multiply by Front Mtl		✓
V-Ray Blend Material		✓
V-Ray Bump Material		✓
V-Ray Car Paint Material		✓
V-Ray Fast SSS	✓	
V-Ray Fast SSS2		✓
V-Ray Hair Material		✓
V-Ray Light Material	✓	✓
V-Ray Material	✓	✓
V-Ray Material GTR/GGX BRDF option		✓
V-Ray Material Wrapper	✓	✓
V-Ray Override Material		✓
V-Ray Stochastic Flakes Material		✓
V-Ray Vrmat Material	✓	✓



TEXTURES FEATURES



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Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
V-Ray Temperature		✓
V-Ray Ramp (Gradient)		✓
V-Ray Bmp Filter	✓	✓
V-Ray Bump2Normal		
V-Ray Color	✓	✓
V-Ray Color2Bump		
V-Ray Curvature		✓
V-Ray Dirt	✓	✓
V-Ray Distance Texture		
V-Ray Edges Texture		✓
Raytraced Rounded Corners		✓
V-Ray Multi Sub Texture	✓	✓
V-Ray Multi Sub Texture Randomization		✓
V-Ray Sky	✓	✓
V-Ray Sky Hosek		✓
Ground Albedo		✓
V-Ray Triplanar Texture		✓
V-Ray Cellular	✓	✓
V-Ray Cloth	✓	✓
V-Ray Granite	✓	✓
V-Ray Speckle	✓	✓
V-Ray Splat	✓	✓



TEXTURES FEATURES



SketchUp

Feature	V-RAY 2.0 2011-2016	V-RAY 3.6 2017
V-Ray Stucco	✓	✓
V-Ray Snow	✓	
V-Ray Leather	✓	✓
V-Ray Marble	✓	✓
V-Ray Smoke	✓	✓
V-Ray Fresnel	✓	✓
V-Ray Falloff	✓	✓
V-Ray Blend	✓	✓
V-Ray Bulge	✓	✓
V-Ray Checker	✓	✓
V-Ray Color Correction	✓	✓
V-Ray UVW	✓	✓
V-Ray Water	✓	✓
V-Ray Wood	✓	
V-Ray Noise	✓	✓
V-Ray Noise B		✓
V-Ray Tiles	✓	✓
V-Ray Composite	✓	✓
V-Ray Grid	✓	✓

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