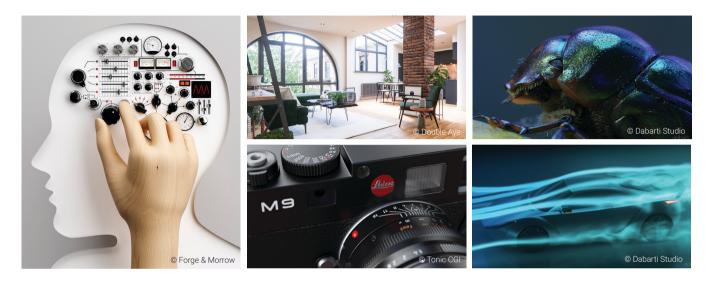
## Y-ray 3ds Max

Take rendering to the Next Jevel





**V-Ray Scene Intelligence.** Automatically analyzes your scene to optimize rendering — so you get the best quality in less time.

Adaptive Dome Light. Faster, cleaner and more accurate image-based environment lighting. Up to 7x faster than before.

**Point & shoot camera.** Perfect renders are as easy as taking a snapshot with new Automatic Exposure & White Balance. **2x faster GPU rendering.** Fast new GPU rendering architecture with support for more of your favorite high-end production features.

## GPU-accelerated Volume Rendering.

Render volumetric effects like smoke, fire and fog with the added speed of V-Ray GPU.



**Lighting Analysis.** Accurately measure the light levels in your scene using new lighting analysis tools.

**Physical Hair Material.** Render more realistic-looking hair with accurate highlights and melanin color controls.

**V-Ray Switch Material.** Apply several materials to the same object and select the one you want at render time.

V-Ray Plugin Material & Texture. Load any texture or material that's available in V-Ray Standalone and render it in V-Ray Next.

NVIDIA AI Denoiser. Instantly remove noise while rendering. Based on AI-accelerated denoising technology by NVIDIA.

**Denoised Render Elements.** Denoise individual render elements for added control in compositing.



## Introducing the next generation of rendering.

With Scene Intelligence, Adaptive Dome Light and faster GPU rendering, V-Ray Next for 3ds Max is smarter, faster and more powerful than ever.

We are Chaos Group – and rendering is our superpower. We create the computer graphics technology behind the best design, architecture and visual effects.

We can help you visualize anything imaginable.



Try V-Ray free for 30 days. Learn more at chaosgroup.com/3dsmax

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