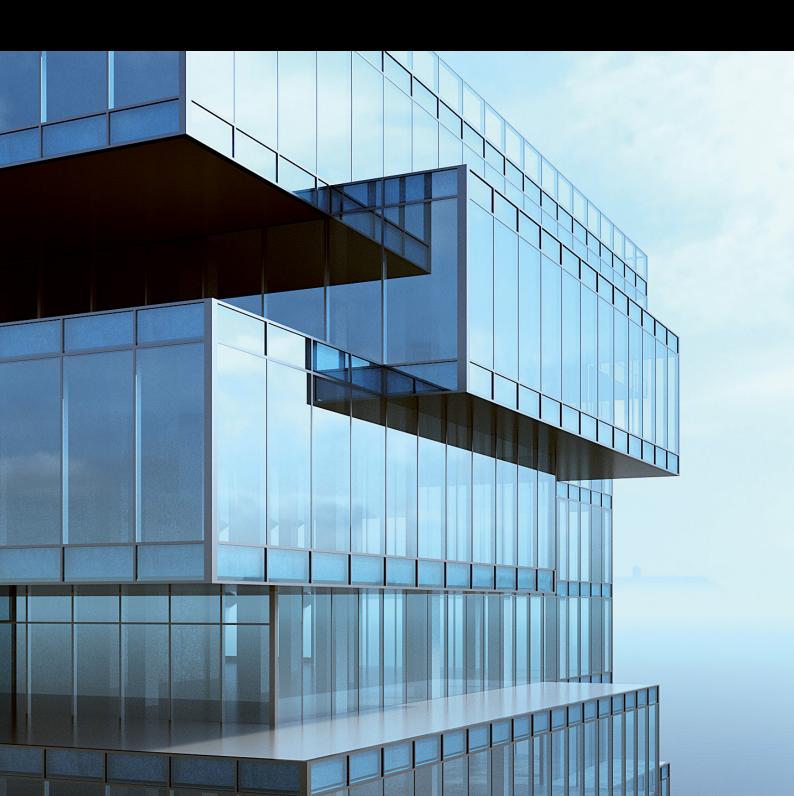# V-Ray Next for Revit — Product Sheet

November 2019

V·ray | Revit

PRODUCT DESCRIPTION

V-Ray for Revit is a rendering plugin that lets you create professional-quality images directly from Revit models. It helps you explore, present your designs and make critical design decisions at every stage of the design lifecycle — from schematic design, through design development and construction documents to the final polished marketing materials. When it comes to quality, it can be tailored to any requirements along the design process, helping you achieve the highest level or realism.

BENEFITS

Accuracy — Analyze designs according to its actual lighting and the true reflections and refractions of its materials.

Seamless Revit integration — All decisions live in the Revit project without altering the BIM database, and all workflows are done within Revit without any import/export.

Interoperable — Leverage the V-Ray work done in other 3D tools like 3ds Max, Rhino, or SketchUp for render-ready assets and reusable materials.

Custom entourage — Easily place custom 3D entourage in Revit without polluting your BIM database or impacting Revit's performance.

Scalable quality — Quickly make traditional, monochromatic studies with convenient material overrides.

Power — Speed your creative workflow with as many processors (CPU and/or GPU) as you'd like, harness additional networked machines with Swarm, or use the on-demand power of Chaos Cloud.

"V-Ray for Revit elevates our design process, helping us achieve professional grade renders straight out of Revit. Thanks to its photorealistic lighting and proxy implementation, we can save time in post-production and focus on our design intent."

— Robert A.M. Stern Architects

WHAT'S NEW IN V-RAY NEXT FOR REVIT

IMPROVED WORKFLOW

@Treedee Oy

WORKFLOW IMPROVEMENTS
Maximum creative control, minimum effort

New Asset Editor. Create, edit, save and manage your V-Ray materials all in one place with the new Asset Editor. New advanced materials give designers even more control to fine-tune their designs.

Randomize proxy objects. Add variety to your scene with entourage such as plants and trees by randomizing the scale and rotation of V-Ray Proxy and V-Ray Scene instances.

V-Ray Scene linking. Link render-ready V-Ray scene files (.vrscene) from your favorite V-Ray applications, complete with geometry, lights and materials.

Lighting Analysis. Easily visualize real-world illumination values (lux) with the new Lighting Analysis render element.

HDR position indicators. New HDR position indicators make it easy to rotate your environment lighting and background image to match your project's north direction and camera position.

Appearance Manager. Take your Revit renders to the next level. With the Appearance Manager, you can set basic Revit assets to automatically switch to more realistic V-Ray assets at render time.

Pick camera focus. Quickly set your camera focus. Simply select an object in the Revit 3D view and it will render in focus in the V-Ray Frame Buffer.

New channels. With several new output channels, you'll have even more control to fine-tune renders in your favorite image editing software.

New lens effects. Add that extra touch of photorealism with real-world camera lens effects such as bloom and glare.

New background image settings. Environment lighting and background image settings are now intuitively controlled from the same dialog.

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ENHANCED REVIT INTEGRATION

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Natural, streamlined design workflow that
leaves more room for design.

Revit Decals. Add images to paintings, signs, screens and more. V-Ray Next for Revit adds full support for Revit Decals.

Settings and work-sharing. V-Ray settings are now stored within your Revit files, making it easy for you to adopt and share the same render settings across teams and projects.

New toolbar. Added features and redesigned icons make for an even better user experience.

Save renders to Revit project. Now you can save renders to your Revit project directly from the V-Ray Frame Buffer.

SCENE INTELLIGENCE

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Smart & fast lighting for significantly
improved interior scene setup

Adaptive Dome Light. Render image-based lighting much faster with the new Adaptive Dome Light. It's exceptionally quick for interiors and can cut rendering times in half.

Auto Exposure and White Balance. It's as simple as point and shoot. The V-Ray Physical Camera can now set the correct camera exposure and white balance automatically.

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OPTIMIZED PERFORMANCE

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Render 2x faster on both CPU and GPU

Improved GPU rendering. Optimized multi-GPU performance, a new bucket rendering mode and support for more production features make V-Ray GPU rendering faster and more powerful than ever.

GPU-accelerated atmospheric effects. Render exceptionally fast atmospheric effects such as fog and aerial perspective with the added speed of V-Ray GPU.

Improved Denoising. A new NVIDIA AI Denoiser uses artificial intelligence to remove noise in an instant. And the V-Ray Denoiser now supports denoising individual render channels to simplify compositing.

Faster rendering. On average, V-Ray Next for Revit has been optimized to render twice as fast as the previous version.

CHAOSGROUP