v·ray | SketchUp

WHAT'S NEW IN V-RAY NEXT FOR SKETCHUP

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PRODUCT DESCRIPTION

V-Ray Next for SketchUp is more than just a rendering engine. Designed to fit right within your SketchUp workflow, V-Ray Next for SketchUp gives you the added power to quickly and easily create photorealistic renders. Whether you want to show off a new model or visualize your most detailed 3D scene, V-Ray Next for SketchUp will help take your work to the Next level.

V-Ray Next for SketchUp features greatly improved workflow, making it easier and faster than ever to interact with your SketchUp scene, organize your assets, set up lighting, and render your best work. Smarter tech like 3D Scene Intelligence can now automatically analyze and optimize your renders for you, plus take advantage of many performance optimizations for both CPU and GPU rendering. What's more, on average GPU rendering has been accelerated to be twice as fast as before.

V-Ray Next for SketchUp is immediately compatible with the new SketchUp 2019, as well as versions 2016-2018.

WHAT'S NEW

STREAMLINED WORKFLOW

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DEEP SKETCHUP CONNECTION

Enjoy a natural, streamlined design workflow that leaves more room for creativity

V-Ray Scene Importer. Import any .vrscene file directly as a SketchUp model with correctly sized and positioned objects, proper texture placement, lights and proxy references

New toolbar. Provides new access to top tools and simplified UI controls that will make it easier to set up cameras, adjust render settings and manage scenes

Improved Batch Rendering. Use the Cloud Batch Render function to render a SketchUp Scene batch on the V-Ray Cloud

Scene interaction tool. Get direct access to any level of the SketchUp hierarchy, so you can interactively adjust materials and light properties whenever an object is selected

Customizable viewport styles. Easily customize the way V-Ray items are displayed in the SketchUp viewport and hide them at will

POWERFUL ASSET MANAGEMENT

Streamline your creative workflow with these new features for asset management and creation

Asset Library Management. Manage assets of any type in an intuitive customizable folder structure. Quickly search through huge number of assets in either the built-in library or in any other library location

Asset Outliner. List and manage materials, lights, geometries, render elements and textures in a unified way and visualize shader hierarchies

Texture instancing. Map multiple material parameters with the same source texture to simplify the shader structure and management

Multi-selection. Select multiple scene or library assets as well as multiple toolbar filters to speed up your workflow
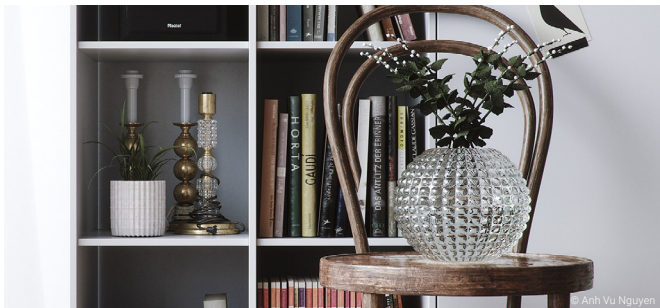
Universal asset preview. View preview of materials, lights, textures and render elements in a single viewer. Observe how parameter changes affect the appearance of the asset in a specific isolated setting

Intuitive asset creation. Quickly create new assets in the Asset Editor from the footer create menu, outliner filter icons or form the library Create section

Material ID & MultiMatte Render Elements. Render 2D masks of 3D objects for quick fixes in Photoshop and other image editors

UI display levels. Use either the Basic set of asset parameters or activate the Advanced mode to list all options

NEW MATERIALS AND TEXTURES

Material Metallnes. Added support for PBR shaders with its new Metallic layer of the Generic material

Curve Color Correction. Remap any texture color values using R, G, B or H, S, V curve controls

EFFICIENT RENDER CONTROLS

Click less, render more with new and
improved UI controls

Custom output resolution. Specify custom pixel resolutions
without bothering with the aspect ratio

Intuitive camera UI. Redesigned layout for the camera
controls letting you manipulate the quick and advanced
parameters at the same time

Redesigned render settings UI. Better organization for the
advanced render settings with new functionality added

SCENE INTELLIGENCE

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Learns about your scene and helps you choose
the right settings automatically

Adaptive Dome Light. Removes the need for setting up
skylight portals, significantly speeding up your workflow
when setting up interior scenes

New Lighting Analysis Tools. Now easier to visualize a
scene's real-world illumination values in lux or footcandles

Automatic Exposure and White Balance. Once a scene
loads, Auto exposure and white balance return the right
settings, making the entire process point-and-shoot simple

OPTIMIZED PERFORMANCE

FASTER RENDERING

Render 2x faster

Modernized shaders. The internal shader structure used in V-Ray for SketchUp is updated and modernized.This improves the render speed, GPU Engine feature support and V-Ray Cloud compatibility

Render speed. V-Ray now renders twice as fast on average thanks to a large number of performance optimizations

Twice as fast V-Ray GPU. New rendering architecture renders twice as fast across GPUs with support for more of V-Ray's high-end production features and bucket rendering mode

AI DENOISER

Denoising with AI. Use the new NVIDIA AI Denoiser to instantly remove noise while rendering and make close to real-time iterations

Denoised Render Elements. Using the default V-Ray Denoiser, you can also now denoise separate render elements for added control in post production

CHAOSGROUP