V·ray For Rhino

CHAOSGROUP
innovative rendering technologies

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V·ray For Rhino

V-Ray® 1.5 for Rhino includes many new features and improvements, including real-time rendering using V-Ray RT, optimized image-based lighting with the new Dome Light, and efficient memory management using Proxy objects.

Learn more at: chaosgroup.com/vrayrhino

V-Ray® for Rhino Key Features

RENDERING CORE

Efficient Multicore Ray-Tracing Engine
V-Ray has been specifically optimized for ray tracing, allowing users to create complex shading, area shadows, camera effects and GI with unprecedented speed and accuracy.

Rhino Integration
V-Ray 1.5 for Rhino supports the 32-bit version of Rhino 4.0 and the 32 and 64-bit versions of Rhino 5.0.

Interactive Rendering
V-Ray RT is a revolutionary rendering engine providing instant feedback and streamlining scene setup. Because V-Ray RT is built upon the same robust core as V-Ray, it is seamless to transition between V-Ray RT and production rendering.

Randomize Sampler improves anti-aliasing of nearly horizontal or vertical lines.

GEOMETRY

VRayProxy
VRayProxy is an indispensable tool for managing scene memory and efficiently rendering massive amounts of geometry. V-Ray Proxy objects are dynamically loaded and unloaded at render-time, saving vital RAM resources.

Displacement
Control displacement on a per-material basis and generate detailed geometry at render time with maximum memory efficiency.

MATERIALS & SHADING

Physically-based Materials
Create materials based on physical properties using VRay's versatile shaders.

Material Preview
Preview materials accurately and efficiently. Once a preview is generated, it is cached for later use.

VRayDirt
Simulate shading around corners and crevices of objects based on a radial distance. VRayDirt can be used to produce a variety of effects, including ambient occlusion renderings.

Interpolation (Reflections and Refractions)
Accelerate rendering by approximating and caching the effects of glossy reflections and refractions.

Dispersion
Trace and refract light based on its wavelength.

Alpha Transparency
Create materials with alpha transparency.

Procedural Textures
Utilize procedurally generated texture maps:

Falloff	Granite Dirt	Marble
Rock	Smoke Invert	Leather
Snow	SpeckleSplat	Stucco
Water	Wood	

Color Space
Manage the input gamma of textures using Linear, Gamma Corrected, or sRGB options.

LIGHTS & ILLUMINATION

Dome Light
Create simple, artifact-free image-based lighting using the Dome Light. Its powerful importance sampling analyzes HDR images and optimizes light tracing and GI precision.

IES Light
Use photometric data to provide accurate light definition.

Sphere Light
Create spherically shaped area lights.

SUN & SKY

RDK Sun
The VRaySun/ Sky system is compatible with the RDK Sun.

Sky Options
Control sky properties independently from the sun.

Sky Models
Specify sky appearance using Preetham et al, CIE Clear, or CIE Overcast models.

GLOBAL ILLUMINATION

Optimized Global Illumination Solutions
V-Ray provides several optimized solutions for creating Global Illumination, giving artists the complete control and flexibility they need.

Ambient Occlusion
Generate shading based on an object's proximity, and enhance GI details without significantly increasing render time.

Retrace Threshold
Reduce Light Cache artifacts and improve the appearance of glossy reflections and refractions when using the time saving feature - Use light cache for glossy rays.

CAMERAS & OPTICS

Physical Camera
Render any standard camera using physical camera properties, including Depth of Field and Motion Blur effects.

Lens Effects (Glare / Bloom)
Simulate the natural lens effects that occur when photographing highlights.

RENDERING OUTPUT

DR Spawner
Launch Distributed Rendering hosts without opening Rhino.

Color Mapping
Clamp Level defines the peak level for clamping bright colors.

Adaptation Only uses color-mapping controls for calculations without applying to the final result.

Linear Workflow applies inverse gamma correction to all materials, simplifying setup time for Linear Workflow.

V-Ray Frame Buffer (VFB)
Region Render specifies a portion of the scene to render.

History saves render to the VFB cache, simplifying render comparison.

Compare loads two renders directly in the VFB with A/B comparison controls.

Material ID supports rendering Material ID channels for post processing.

Rhino RDK Support
V-Ray 1.5 for Rhino supports the Rhino Document Sun, Edge Softening, Shutlining, and Displacement.

At **Chaos Group** we work closely with our customers from around the world to ensure we are creating the best tools for their workflow. Inspired by their imaginative creations, we passionately pursue advances in rendering technology and continue to improve the software needed to communicate their vision.

"The introduction of V-Ray into our studio represents a gigantic milestone in our workflow, as well as our quality and quantity of work. Before V-Ray, our workflow was slow and tedious. The render quality wasn't up to studio standards and we spent too much time doing post-render Photoshop work. Now, with V-Ray, a rendering rarely takes more than ten minutes, and the quality is amazing!"

Andre Minoli
ROBRADY Design

"V-Ray for Rhino has been with us since day one at Minimal. Through our client work for brands such as Xbox, Dell and Steelcase, it has enabled us to consistently deliver superior stills and animation for client presentations and promotional materials. It is simple enough for quick visualization, but deep enough to allow us to fine-tune individual product 'beauty shots'."

Dustin Brown
MNML

V·ray For 3ds Max   V·ray For Maya   V·ray For Softimage   V·ray For SketchUp

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