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V-Ray
for Rhino

V-Ray 6 for Rhino

What's new

September 2022

Introduction

V-Ray 6 for Rhino opens a new chapter of design development and collaboration. Users can now bring their Enscape scenes to V-Ray, and, with Chaos Cloud Collaboration, they can share their progress and get feedback on their work. Powerful new workflows allow them to intuitively create intricate skies and complex geometric patterns like a seasoned pro. Improvements in the V-Ray material enable faster creation of even more realistic materials than before. And much much more.

Next level collaboration

V-Ray & Enscape compatibility

Introducing the most powerful visualization workflow in the AEC industry. With V-Ray 6, it's simple to transfer real-time scenes from Enscape and continue building on work to take it to the highest possible level of photorealism.

With support for Enscape materials, 3D models, and lights, V-Ray ensures that all design decisions are kept throughout the project development stages and collaboration between designers and visualization specialists is smoother than ever.

No dead ends. No starting over. A seamless end-to-end design process.

Chaos Cloud Collaboration

It's easy to share work and collaborate with internal and external stakeholders on the cloud. With Chaos Cloud Collaboration you can upload your images and image panoramas straight from the V-Ray Frame Buffer and significantly speed up the approval process.

Streamline your workflow

Procedural clouds

Add just the right clouds for any scene without spending hours browsing through HDRI libraries. The new procedural cloud system is a flexible and memory-efficient way to create any cloudy sky and animate it for impressive timelapse presentations.

V-Ray Enmesh

Create complex geometric patterns over object surfaces to make panels, fences, fabrics, and more in an automated and memory-efficient way.

Finite Dome light

Fine-tune the scale and add depth to project environments when using image-based lighting with this new V-Ray Dome Light mode.

Enhanced Material Creation

Distance Texture
Vary effects such as displacement or procedural fur based on proximity to create a realistic correlation between the elements in a composition. Create a well-trodden path through a procedural lawn or form dark spots under downspouts.

Enhanced Dirt texture
Place dirt with higher precision by adding or excluding objects.

Better translucent materials
Render translucent materials such as frosted glass or marble faster with the V-Ray Material's improved subsurface scattering mode.

Iridescent materials
Easily create iridescent materials such as soap bubbles, oil spills, and more with the new Thin Film option available in the V-Ray Material.

More accurate reflections
Metals and rough reflective materials render more accurately thanks to a new energy preservation technique.

Other

Pause your renders
Pause and resume renders at any time.

Asset tags
Group assets using the new tags system in the Asset Editor to improve scene organization in complex projects.

All assets inside Chaos Cosmos
V-Ray's built-in material library is now part of Chaos Cosmos, so it's easy to find and manage all assets in a single location.

ACEScg Color Management
Take advantage of a wider color palette for render output with the industry-standard ACEScg color encoding system.

Improved Rhino worksessions support
Render your Rhino worksessions with automatic handling of all referenced V-Ray assets.

Sun light in Grasshopper
Achieve more precision when lighting with V-Ray Sun by adjusting the sunlight independently of the sky.

Mesh light in Grasshopper
Turn any object with volume into a light source to create custom lights that fit your design.

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Create your world.