



3ds Max

# V-RAY NEXT FOR 3DS MAX

May 2018



## NEW FEATURES



### POWERFUL SCENE INTELLIGENCE

V-Ray Scene Intelligence analyzes your scene to optimize rendering. You automatically get the best quality in less time. V-Ray Next introduces two new features powered by scene intelligence — Adaptive Dome Light and Automatic Camera Exposure.



### ADAPTIVE DOME LIGHT

The new Adaptive Dome Light delivers faster, cleaner and more accurate image-based environment lighting. It's extra fast at rendering interiors and removes the need for skylight portals.



### POINT & SHOOT CAMERA

The V-Ray Physical Camera returns with a streamlined UI and scene intelligence for Auto Exposure & Auto White Balance. Perfect renders are now as easy as taking a snapshot.



### 2X FASTER GPU RENDERING

Built on a new multikernel rendering architecture, V-Ray GPU is twice as fast. And with support for more of your favorite V-Ray tools, it's ready to speed through your high-end production scenes.



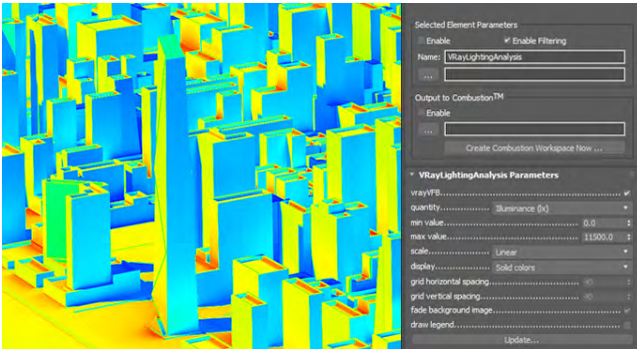
### GPU VOLUME RENDERING

V-Ray GPU now supports volumetric effects like smoke, fire and fog. Render OpenVDB, Field3D and Phoenix FD volume caches at blazing speeds.



### NVIDIA AI DENOISER

Instantly remove noise while rendering with IPR. Based on AI-accelerated technology from NVIDIA, interactive denoising works exceptionally well for previews — even with only a few samples.



### LIGHTING ANALYSIS

Accurately measure the light levels in your scene. Render false color heat maps and light value overlays with new lighting analysis tools.



### PHYSICAL HAIR MATERIAL

Render more realistic-looking hair with accurate highlights using the new V-Ray Physical Hair Material. Melanin controls make it easy to select any hair color — from blonde, to brunette, to redhead. And for more rebellious punk rock looks there are hair dye colors too.



#### V-RAY SWITCH MATERIAL

Now with a single V-Ray Switch Material you can apply several materials to the same object. And then switch to the one you want at render time. It's perfect for rendering material options, adding random variations, and creating extra passes for compositing.



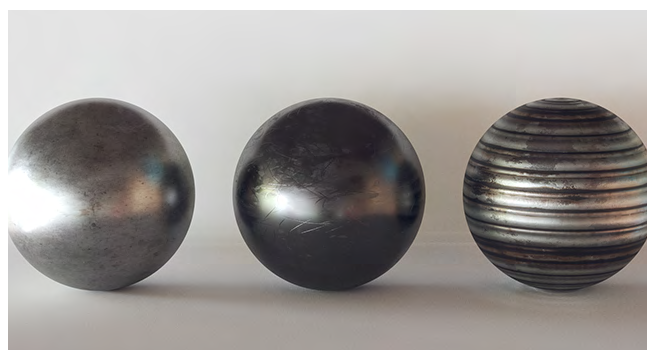
#### V-RAY PLUGIN MATERIAL & TEXTURE

Load any texture or material that's available in V-Ray Standalone and render it in V-Ray Next for 3ds Max. Using the new V-Ray Plugin Texture and V-Ray Plugin Material, you can use any V-Ray procedural texture or even create PBR materials for Unity and Unreal.



#### DENOISED RENDER ELEMENTS

For more control in compositing, you can now denoise individual render elements and recompose them back to the denoised beauty pass. And it works with the standalone denoiser for animation.



#### METALNESS

The V-Ray Material adds support for PBR shaders with new Metalness reflection controls.

## KEY FEATURES



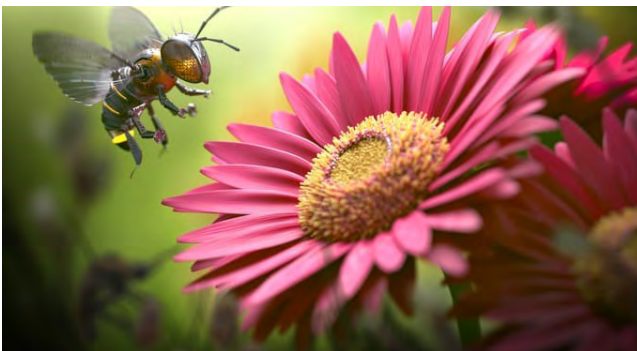
### HIGHLY-OPTIMIZED RAY TRACING

Render professional-quality, photorealistic images and animation with V-Ray's adaptive ray tracing technology.



### POWERFUL GPU RENDERING – NOW WITH HYBRID MODE

V-Ray GPU CUDA now renders on CPUs as well as GPUs, to take full advantage of all available hardware.



### V-RAY IPR

Fully interactive production rendering.



### V-RAY DENOISER

Automatically remove noise and cut render times by up to 50%.



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#### RESUMABLE RENDERING

Stop your render at any point and pick up where you left off.



#### GLOBAL ILLUMINATION

Choose from several global illumination options – exact, approximate or a hybrid of both.



#### ADAPTIVE LIGHTS

New algorithm that dramatically speeds up rendering in scenes with many lights.



#### ACCURATE LIGHTS

Simulate any type of natural, artificial, or image-based lighting. With a wide range of light types, including area lights, physical sun & sky and IES lights, you can render any lighting scenario..



#### PHOTOREALISTIC CAMERAS

Real-world camera controls let you work like a photographer. Render images with detailed depth of field and cinematic motion blur.



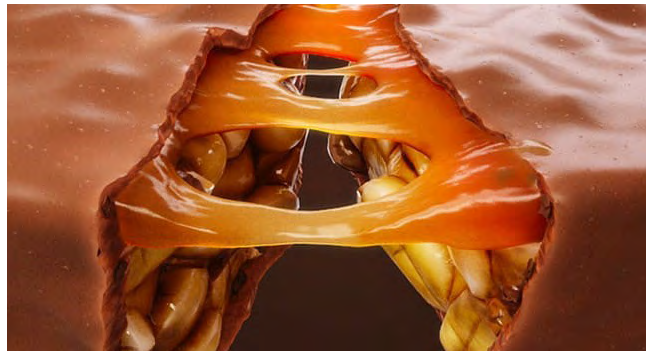
#### INTERACTIVE LENS EFFECTS

Instantly add GPU-accelerated glare and bloom for added photorealism. Fine-tune lens effects interactively while you render.



#### VIRTUAL REALITY

Experience your project in virtual reality. Create content for popular VR headsets with 6x1 cubic and spherical stereo camera types.



#### PHYSICALLY-BASED MATERIALS

Create any type of physical material. From multilayered car paint to accurate subsurface scattering, you can make any material imaginable.

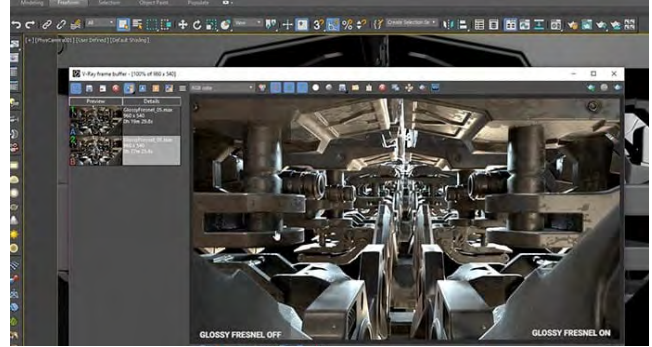


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#### ALSURFACE MATERIAL

General-purpose shader by Anders Langlands includes built-in SSS controls; popular for skin.



#### GLOSSY FRESNEL

New, physically-accurate reflection model.



#### VRSCANS MATERIAL LIBRARY SUPPORT

650+ scanned materials. Import and render directly in V-Ray.



#### MEMORY-EFFICIENT TEXTURES

Work with production-ready, multiresolution tiled textures from your favorite applications, like MARI, Mudbox and Zbrush.





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#### TRIPLANAR MAPPING

Quickly apply seamless textures without UVs.



#### ROUNDED CORNERS

Generate perfectly smooth edges at render-time with no extra modeling.



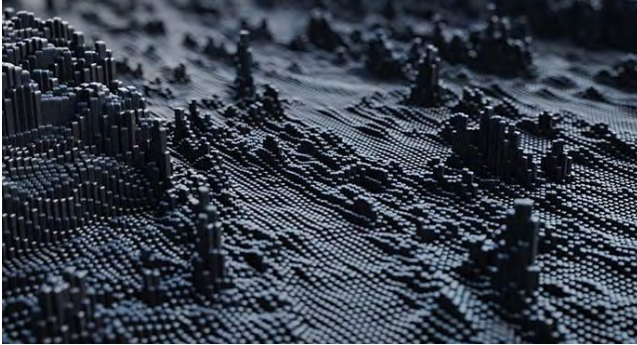
#### HAIR & FUR

Render realistic hair efficiently and flicker-free. V-Ray includes procedural fur, optimized hair shaders, and supports 3ds Max Hair&Fur, HairFarm and Ornatix.



#### PROXY GEOMETRY

Render massive scenes with proxy objects. V-Ray proxies efficiently replace complex scene geometry and load only at render time.



### SPECIALTY GEOMETRY

Create unique geometry like infinite planes, metaballs and isosurfaces, particles and object cutaways with render-time booleans.



### CLIPPER WITH RENDER-TIME BOOLEANS

Create complex cutaways and sections using any mesh object.



### VOLUMES

Render fog, smoke and atmospheric effects that respond correctly to light. Bring in volume grid caches from Houdini, FumeFX and PhoenixFD.



### AERIAL PERSPECTIVE

Simulate natural looking skies with realistic atmospheric depth.



**RENDER ELEMENTS**

37 unique beauty, utility and matte passes give you more control over your rendered images for compositing.



**FULL LIGHT SELECT RENDER ELEMENT**

Now with full support for GI, reflections and refractions for accurate light mixing in post.



**CRYPTOMATTE**

Automatically create ID mattes with support for transparency, depth of field, and motion blur.



**V-RAY FRAME BUFFER**

Review, analyze and post process your renders directly in V-Ray's advanced frame buffer. You can be sure your images will match your final output.

**CHAOSGROUP**