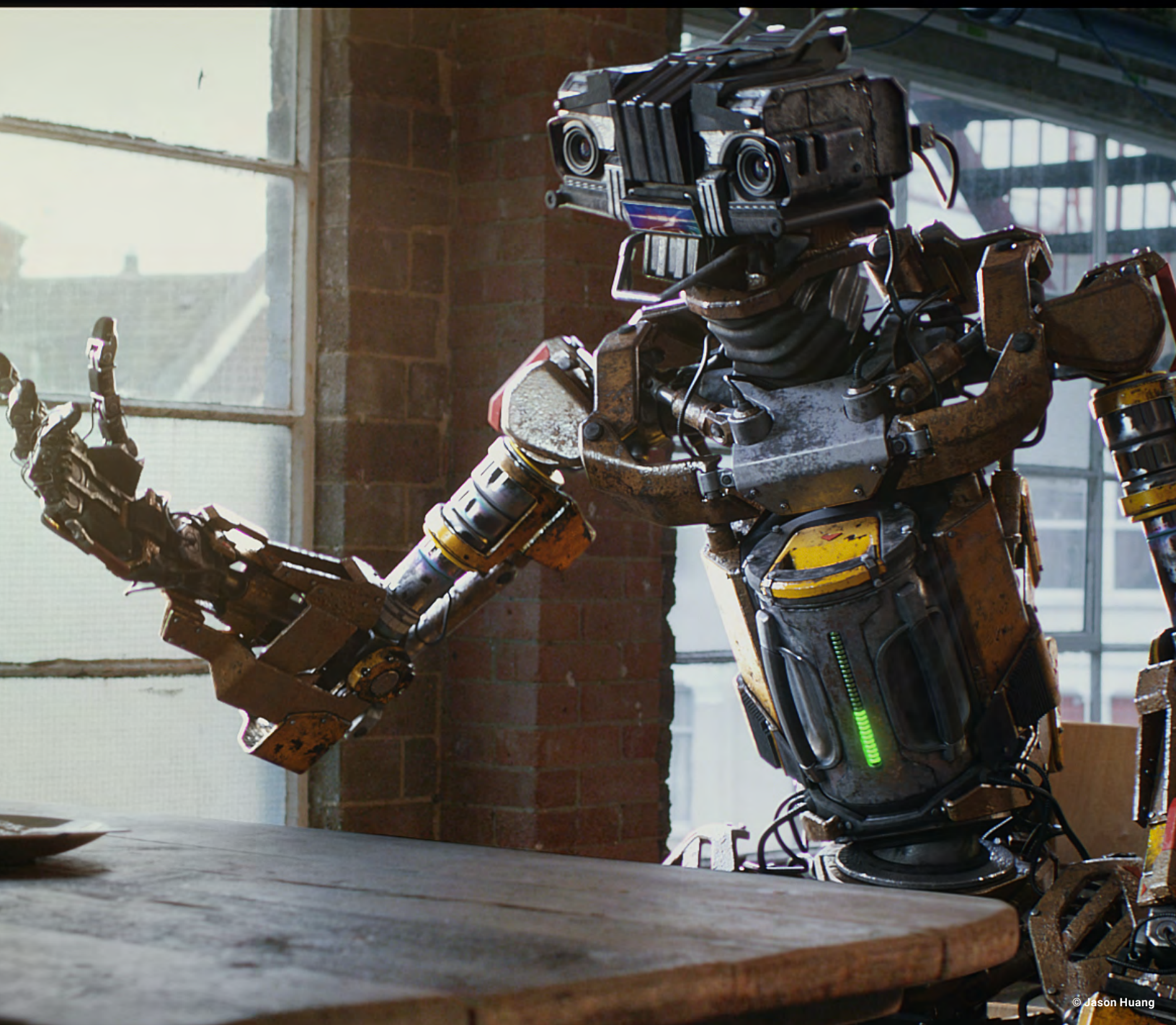




Maya

## V-RAY NEXT FOR MAYA KEY FEATURES

October 2018

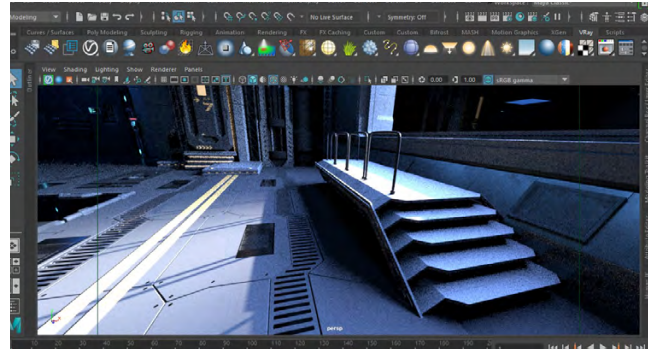


## NEW FEATURES



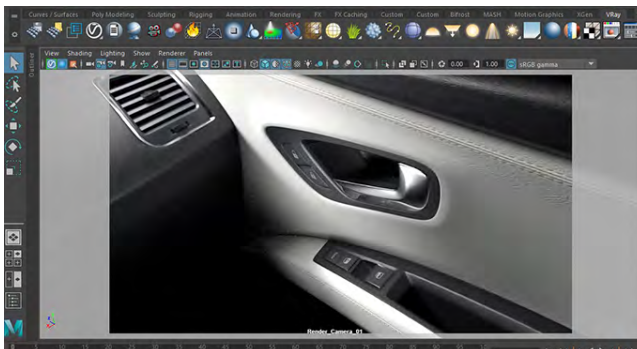
### ADAPTIVE DOME LIGHT

Faster, cleaner and more accurate image-based environment lighting based on V-Ray Scene Intelligence.



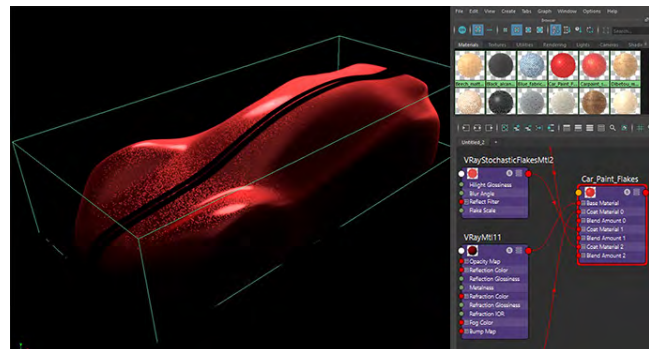
### FASTER IPR

Redesigned IPR for faster feedback and continuous updates.



### AI DENOISER IN VIEWPORT IPR

The NVIDIA AI denoiser is now available for interactive rendering with V-Ray IPR in the viewport.



### DEBUG SHADING/ISOLATE SELECTED

Quickly isolate selected textures and materials to help debug large shading networks in IPR.



### PLAYBLASTS WITH VIEWPORT IPR

Create high-quality previz and animation tests via Playblasts with Viewport IPR.



### 2X FASTER GPU RENDERING

Fast new GPU rendering architecture that now supports more high-end production features.



### GPU VOLUME RENDERING

V-Ray GPU now supports blazing fast rendering of volumetric effects like smoke, fire and fog.



### GPU BUCKET RENDERING

Adds support for Cryptomatte render elements.



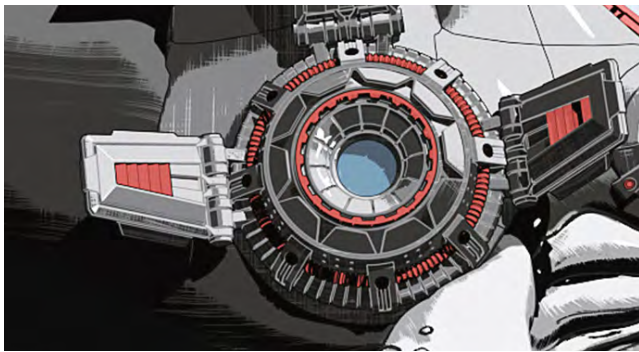
### PHYSICAL HAIR MATERIAL

Render more realistic-looking hair with accurate highlights and new glint and glitter controls.



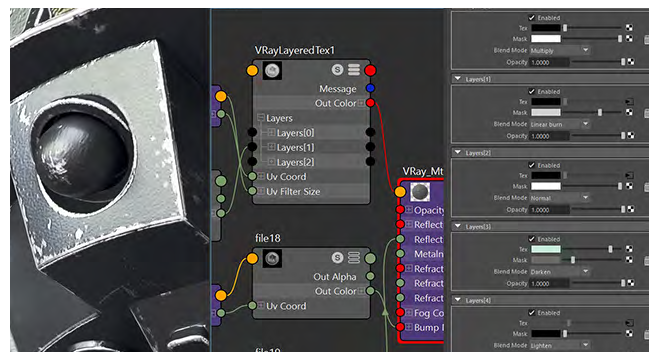
### METALNESS

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



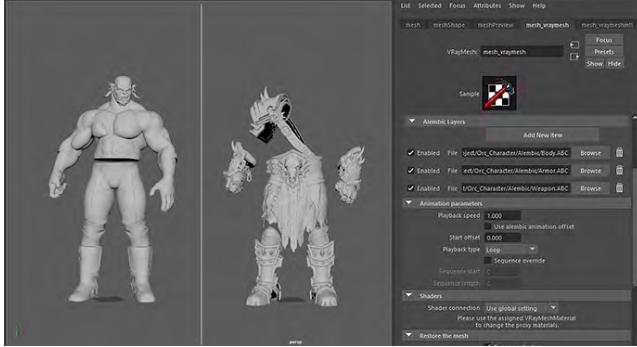
### TOON SHADER

Easily create non-photorealistic, cartoon and cel-shading effects. Now with new options for advanced line control.



### V-RAY LAYERED TEXTURE

This powerful tool layers textures with blend modes and individual masking controls.



### LAYERED ALEMBIC SUPPORT

Now supporting Alembic 1.7 and layers for efficient handling and updating of Alembic data.



### V-RAY CLOUD

Now in open beta. Render scenes directly to the cloud with a push of a button.

## KEY FEATURES



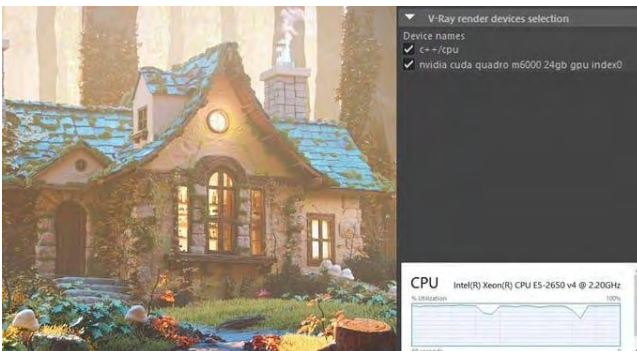
### POWERFUL CPU RENDERING

Highly-optimized, adaptive ray tracing for the best combination of fast rendering and superior image quality.



### INCREDIBLY FAST GPU RENDERING

Get an added speed boost with GPU-accelerated look development and final frame rendering.



### HYBRID RENDERING

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



### RESUMABLE RENDERING

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



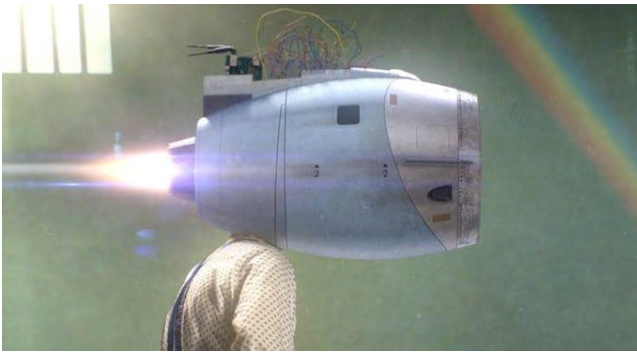
#### ADAPTIVE LIGHTS

Fast new lighting algorithm that speeds up rendering in scenes with many lights.



#### ACCURATE LIGHTING

Render natural, artificial and image-based lighting with a wide range of light types, shapes and controls.



#### GLOBAL ILLUMINATION

Choose from ray traced and hybrid global illumination methods for the perfect balance of quality and speed.



#### PHYSICAL CAMERAS

Simulate any camera and lens with controls for exposure, depth of field and motion blur.



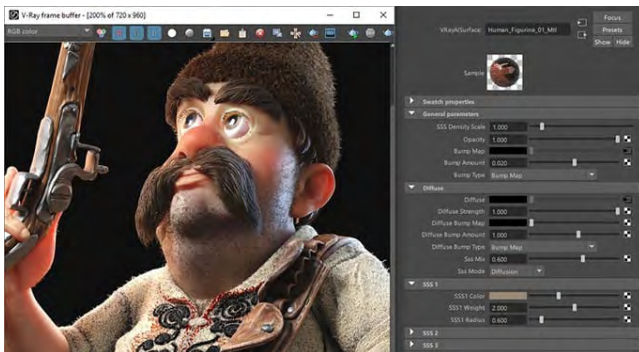
### PHYSICAL MATERIALS

Create any type of physically-based material with multiple layers.



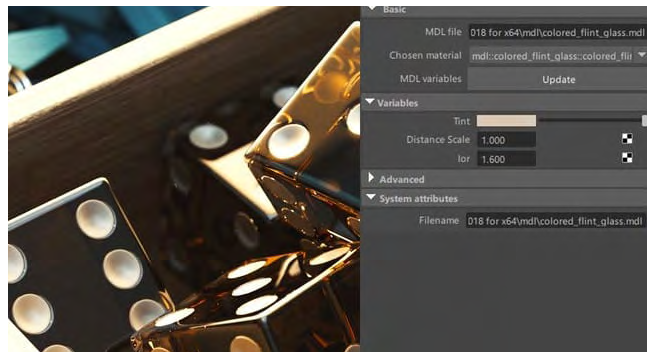
### UNIQUE SHADERS

Choose from a collection of specialty and purpose-built shaders for SSS, skin, hair and more.



### ALSURFACE MATERIAL

General-purpose shader with layered SSS and glossy fresnel reflections — popular for skin.



### MDL MATERIALS

Now supporting NVIDIA's universal Material Definition Language format.





#### VRSCANS LIBRARY SUPPORT

Compatible with over 600 ultra-realistic scanned materials.



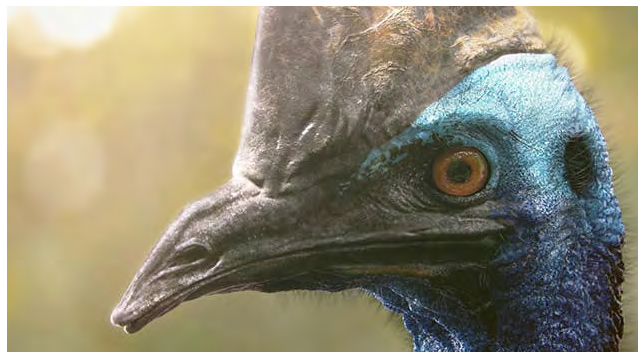
#### ROUNDED CORNERS

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



#### TRIPLANAR MAPPING

Quickly apply seamless textures without UVs.



#### EFFICIENT TEXTURES

Work with multi-resolution tiled textures from top applications MARI, Mudbox and Zbrush.



#### PROXY OBJECTS

Fit massive scenes into memory and cut render times using load-on-demand proxy objects.



#### HAIR & FUR

Render realistic hair with support for Maya hair and fur, XGen, Ornatrrix, Shave and a Haircut, and Yeti.



#### VOLUMES

Render optimized volumetric effects and import OpenVDB files from Realfow and Houdini.



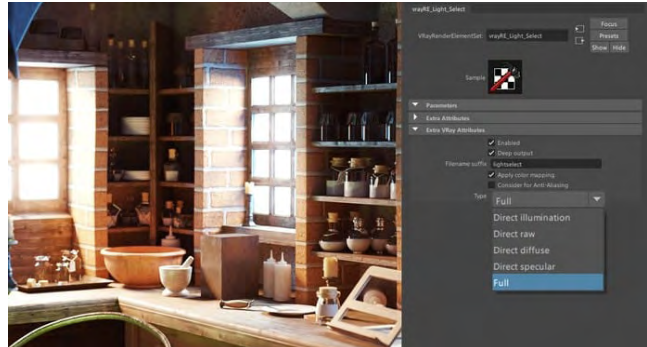
#### DENOISER

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



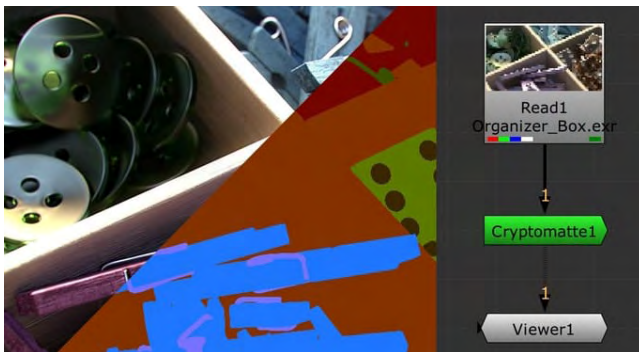
### RENDER ELEMENTS

Output a complete set of beauty, utility, and matte passes for total control in compositing.



### FULL LIGHT SELECT RENDER ELEMENT

Render individual lights or groups of lights as separate render elements for accurate light mixing in post.



### CRYPTOMATTE

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



### V-RAY FRAME BUFFER

Track render history, fine tune colors, and match final output with advanced color management.

**CHAOSGROUP**