V-Ray | 3ds Max

V-Ray for 3ds Max — Product Document

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PRODUCT DESCRIPTION

V-Ray for 3ds Max is an Academy Award-winning, industry-standard, production-proven rendering software. Known for its versatility and ability to handle any type of project — from scenes with massive geometry and many lights to a single building or simple interiors — V-Ray is preferred by many 3D artists. It is used by 95% of the top AEC firms worldwide and in countless films.

V-Ray's modern and efficient material library workflow, faster look-development with material presets, and flexible post-processing features can save users time, take them beyond just rendering and help them focus on artistic exploration — from a single creation tool.

V-Ray for 3ds Max is the world's most complete 3D rendering software for high-end visualization and production.

WHAT IT'S USED FOR

Architectural visualization

Industrial design

Automotive and product design

Visual effects in film and television

Game cinematics

Virtual reality

V-RAY FOR 3DS MAX USERS

The majority of V-Ray for 3ds Max users are arch-viz artists and product designers.

- They are usually highly technical and can work well with advanced settings in 3ds Max and V-Ray.
- These artists have a good understanding of space, form and function.
- They deliver high-quality designs that go beyond customers' expectations.
- They are also responsible for multiple visualization projects at a time and are looking to develop an efficient, streamlined workflow.
- They usually have too much to do within a limited time period.
- Software quality, and the efficiency and reliability it brings to workflows, is more important to these users than cost.

KEY BENEFITS FOR USERS

Easily handle their toughest scenes.
V-Ray is built to handle the biggest projects and scenes with massive geometry and thousands of lights. Users can render anything and everything with V-Ray.

Post-process their renders without the need for a separate tool.
The redesigned V-Ray Frame Buffer with light mixing and layered compositing means users only need to use one tool for rendering and post-processing — no need to go back and forth between different apps.

Utilize their hardware for maximum performance.
V-Ray helps users deliver projects faster and meet the tightest deadlines. V-Ray's GPU and CPU rendering capabilities bring a speed boost to any production and lets users cut render times.

Free up their machine with quick and easy cloud rendering.
Users can turn their computers into supercomputers with Chaos Cloud — the cloud rendering built right into V-Ray. They can keep working on their designs while rendering on the cloud.

Streamline their pipeline across different platforms.
With the wide range of platforms that V-Ray supports, it's easy to merge assets or exchange projects for material coordination and consistency across platforms. For example, users can share materials or render geometry from V-Ray for Rhino to V-Ray for 3ds Max, or vice versa.

INTEROPERABILITY WITH OTHER V-RAY PRODUCTS

- V-Ray for 3ds Max can further enhance a Rhino or SketchUp workflow with the addition of V-Ray for Rhino or V-Ray for SketchUp.
- Fluid, fire and smoke simulations can be added with Phoenix FD for 3ds Max.
- More lighting and shading options can be added during the compositing stage by using V-Ray for Nuke.
- Professional image sequencing can be added with PdPlayer.
- V-Ray for 3ds Max supports VRscans which allows for the most physically accurate materials to be used.
- V-Ray supports many tools and provides optimized support for numerous third-party plugins.
- Chaos Cloud gives one-click access to cloud rendering directly from V-Ray's UI.

FEATURES LIST

RENDERING

V-Ray's powerful CPU and GPU rendering is built to handle the toughest projects and demands of high-end production.

- *CPU rendering, GPU rendering, Resumable rendering, Denoising Debug shading*

LIGHTING & ILLUMINATION

V-Ray helps users create the highest quality renders possible. It analyzes a design according to its actual lighting and the true reflections and refractions of its materials. You can choose from a variety of lights.

- *Adaptive lights, Lighting Analysis tools, accurate lights, Global Illumination*

CAMERAS AND OPTICAL EFFECTS

V-Ray supports any commonly used camera type options. V-Ray also has additional advanced controls for camera effects.

- *Lens effects, Point & Shoot camera, Photorealistic cameras, VR*

MATERIALS

V-Ray supports a versatile selection of materials to achieve different looks — from simulating simple surface properties like plastics and metals to complex uses such as translucent objects, subsurface materials like skin and light-emitting objects.

- *Physically based materials, physical V-Ray Hair material, Metalness, V-Ray Toon Shader, VRscans*

TEXTURES

A wide variety of memory-efficient textures are also available to use with V-Ray materials. V-Ray has all the texturing capabilities required for production rendering.

- *Memory-efficient textures, Triplanar mapping, Rounded corners*

GEOMETRY

There are different ways V-Ray can create and modify geometry objects in a scene, including primitives and procedural geometry, modifiers, proxy objects, particle instancing, volume grids, etc.

- *Proxy geometry, Clipper with render-time booleans, Hair and fur, specialty geometry*

ATMOSPHERIC & VOLUMETRIC EFFECTS

The atmospheric and environment effects in V-Ray simulate fog, atmospheric haze and participating media for a number of image effects.

- *Volume rendering, Aerial Perspective*

RENDER ELEMENTS

With V-Ray, users can choose from nearly 40 unique beauty, utility and matte passes to give them more control over their rendered images in compositing.

- *Render Elements, Cryptomatte*

WHAT'S NEW IN V-RAY 5 FOR 3DS MAX

V-Ray 5 for 3ds Max is the most complete 3D rendering software for artists and designers.

V-Ray 5 for 3ds Max's modern and efficient material library workflow, faster look-development with material presets, and flexible post-processing features can save users time, take them beyond just rendering and help them focus on artistic exploration — from a single creation tool.

POST-PROCESSING WITH V-RAY

With V-Ray 5 you can now use one tool for more than just rendering. There's no need to go back and forth between different apps.

- *Light mixing, Layered compositing, Light Path Expressions*

Learn more about the Light Mix in V-Ray 5

OPTIMIZED LIGHTING AND SHADING WORKFLOW

Artists can focus on designs and worry less about creating materials and textures. Access to the material library means users can initiate their custom materials in no time. A new Sun & Sky analytical model dramatically improves lighting at sunrise and sunset.

- *Material Library and Browser, Material presets, Material previews, Coat and Sheen layer, Texture randomization, Stochastic texture tiling, Extended V-Ray Dirt*
- *New Sun and Sky model*
- *Native ACEScg support*

WHY SHOULD USERS CHOOSE V-RAY 5 FOR 3DS MAX?

- The redefined V-Ray Frame Buffer means users can now use one tool for rendering and basic compositing without going back and forth between different apps.
- Access to the material library means users can jump-start their custom materials in no time.
- Users can automate their lighting and shading process with a selection of tools and presets for faster results with fewer clicks.
- The latest V-Ray GPU enhancements in V-Ray 5 allow users to fully utilize their hardware for maximum performance.
- V-Ray 5 introduces even quicker ways to handle tasks, such as with the newly added material presets.
- Artists can now manipulate different lighting scenarios interactively and even after rendering, without having to render again.
- Users can easily avoid seams in their textures with texture randomizations.

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