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# 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 rendering software that has proven its reliability in production. Renowned for its versatility, V-Ray can handle a wide range of projects, from complex scenes with massive geometry and numerous lights to single buildings and simple interiors, making it a favorite among 3D artists.

V-Ray 7 transforms the traditional visualization workflow, allowing artists to speed up creation and create immersive experiences for their clients. With its innovative toolset, users can meet tight deadlines without compromising quality and achieve more, faster.

With version 7, V-Ray for 3ds Max affirms its position as the world's most complete 3D rendering software for high-end visualization and production.

## What it's used for

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| 🏢 Architectural visualization | 🎮 Game cinematics |
| ⌚ Automotive and product design | 🎬 Visual effects in film & television |
| 🪑 Industrial design | 👁 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

**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.

**Create interactive experiences in real-time — in a 100% ray-traced environment.** V-Ray users with access to Chaos Vantage* can present their ideas in 100% ray-traced quality without the need for extra optimizations and conversions. Make project changes directly in 3ds Max and validate your designs instantly.

*Chaos Vantage requires a separate license.*

**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.

**Free up their machine with quick and easy cloud rendering.** Users can turn their computers into super-computers 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.

**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.

## Interoperability with other Chaos products

- V-Ray for 3ds Max can further enhance the Rhino or SketchUp workflow. One V-Ray license can be used with any host software, so multiple licenses may not be required.

- V-Ray supports many tools and provides optimized support for numerous third-party plugins.

- Chaos Cloud Rendering gives one-click access to cloud rendering directly from V-Ray's UI.

- Chaos Cloud Collaboration lets you work together within a team, or even with clients, sharing rendered results and allowing for comments, mark-up, enhanced presentation experiences with virtual tours, and more.

- Fluid, fire, and smoke simulations can be added with Chaos Phoenix.*

- Professional image sequencing can be carried out in Chaos Player.*

- V-Ray for 3ds Max supports Chaos Scans which allows for the most physically accurate materials to be used.*

- Experience your scene in real-time rendering with ray-tracing with Chaos Vantage.

- It is now possible to seamlessly transfer scenes between Enscape and V-Ray, simplifying workflows, and enhancing communication between designers and 3D artists. In turn, your design process becomes more efficient and collaborative.

* included in the Premium and Enterprise plans

## 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, Cloud rendering, Resumable rendering, Denoising, Debug shading, Progressive caustics, V-Ray Profiler

### Lighting & illumination

V-Ray enables users to create the highest quality renders by analyzing designs based on actual lighting and the true reflections and refractions of materials. With a wide selection of lights to choose from, you can achieve stunning results tailored to your vision.

- Adaptive lights, Lighting Analysis tools, Accurate lights, Global Illumination, Multiple additive Dome Lights, Light Mix, physically realistic Sun and Sky with animatable procedural clouds, nautical twilight, various observer altitudes, and more

### Cameras & optical effects

V-Ray supports 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 such as plastics and metals to complex uses such as translucent objects and sub-surface materials like skin and light-emitting objects.

- Physically based materials, physical V-Ray Hair material, Metalness, V-Ray Toon Shader, Coat and Sheen layer, Texture randomization, Chaos Scans, Chaos Cosmos material library

### 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, V-Ray Clipper with render-time booleans, Hair and Fur, Specialty geometry, Chaos Scatter, Scatter Instance Brush, Gaussian splats support

## 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, Atmospheric light contribution control

## 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

## V-Ray Frame Buffer

Users want to see a final image when they hit save in 3ds Max, without needing to switch to other applications for the finished result. The V-Ray Frame Buffer makes this possible with features like light mixing, layered compositing, powerful tone mapping, and more.

- Masking, Layered compositing, Sharpen and Blur, custom-shaped render regions, Vignette Layer, color correction presets

## General

Today, users expect more than just rendering from their render engine, and V-Ray for 3ds Max rises to the occasion with expanded functionality. It offers an extensive asset library for quick scene assembly, cloud collaboration, and seamless integration with industry-standard workflows, data, and pipelines.

- Chaos Cosmos library of objects, presets, materials and more; Chaos Cloud Collaboration, extended USD support, Native ACEScg support

To learn all about the latest additions to V-Ray for 3ds Max, please see the What's new document that's available on the Partner Portal.