



V-Ray 7 for SketchUp, update 2

What's new

October 2025

AI-powered workflows, night-ready lighting, and finer artistic control.

Available for SketchUp 2026.

With V-Ray 7 Update 2, now supporting SketchUp 2026, creating stunning renders has never been easier. AI handles the repetitive tasks—refining details, generating materials from photos, and scattering grass, trees, or people naturally—so the focus stays on design. Night scenes come to life with stars, the moon, and the Milky Way, while Chaos Cloud 3D Streaming makes sharing projects as simple as sending a link.

More magic, less effort, better renders.

What's new in V-Ray 7 for SketchUp, update 2?

1. One click to perfection.

AI Enhancer (beta)

The AI Image Enhancer (part of Chaos Cloud Collaboration) elevates realism, texture, and detail in supporting elements—like foliage, people, or terrain—without altering your core design. With the advanced controls, you can fine-tune specific objects such as people by adjusting traits like age, ethnicity, and clothing style, or refine vegetation for precision and consistency. From street-level shots to aerial views, it automatically enhances areas for improvement—no re-rendering needed.

AI Material Generator (beta)

Material creation has never been easier thanks to the new AI Material Generator available in Chaos Cosmos. With this new powerful feature, you can upload a photo of a real-world surface and turn it into a render-ready PBR material with all necessary maps in just a few clicks. It's ideal for secondary materials that don't need extensive art direction, allowing you to fill out environments and interior spaces quickly, without sacrificing believability, and without the need for third-party tools.

AI Upscaler (beta)

Turn low-resolution drafts or renders into high-quality, presentation-ready visuals, saving hours of rendering time while still getting crisp, photoreal results. The AI Upscaler not only boosts resolution, it also sharpens textures and details, so your work looks even more polished.

2. Bring the night to light.

Night Sky

Create realistic and astronomically precise night skies with ease. Integrated into the V-Ray Sun & Sky system, the Night Sky simulates the moon, stars, and Milky Way based on real-world location, date, and time, while offering full control over their intensity, positioning, and moon phases. Night sky elements also contribute to global illumination, delivering natural lighting and atmospheric depth for stunning nighttime renders.

3. Present, collaborate, and render on the Cloud.

Chaos Cloud 3D Streaming (beta)

With the new 3D streaming service in Chaos Cloud, clients and colleagues can explore your scenes remotely—on any device, no special software or skills needed. Upload your 3D models, share a URL, and stakeholders can navigate in high quality, place pins, and leave comments directly in the model for centralized feedback. Now in beta, the service is open to all Chaos users, with more powerful features coming soon.

Faster & cheaper Chaos Cloud GPU rendering

Chaos Cloud GPU rendering is now significantly faster and more cost-efficient, thanks to a major infrastructure upgrade. Recent improvements deliver substantially quicker render times and reduced costs for both stills and animations. These performance gains are powered by next-generation hardware and optimized RTX rendering. Additionally, Chaos Cloud is now upgraded to 24 GB of GPU memory for rendering larger scenes.

4. Finer artistic control.

Scatter improvements

Achieve the perfect look for your renders faster than ever with powerful new scattering controls

- **Clustering** – Control instance concentration across different areas—ideal for natural variations like flower groupings within grass.
- **Altitude controls** – Limit scattering based on the host surface's elevation for precise placement.
- **'Look at' controls** – Orient objects toward a focal point—ideal for crafting crowds or signage.
- **Built-in distribution maps** – Generate realistic patterns instantly, no custom maps needed.
- **Scatter Color texture** – A new texture that colorises the scattered instances based on the texture of the host's geometry.
- **Cosmos integration** – Add ready-made Scatter presets directly from Chaos Cosmos.

Gaussian splats clipping

Gaussian splats just got better with a new clipping functionality. You can now trim your 3D splats directly in SketchUp, cutting away any unwanted parts with ease. Replace them with 3D models that blend in perfectly.

New controls in Exposure layer

Achieve balanced, professional-looking renders with the new photography style controls in the V-Ray Exposure layer. The new **Whites, Blacks, Highlights, and Shadows** sliders let you fine-tune specific tonal ranges with ease: brighten soft highlights without clipping, recover shadow detail without flattening, and deepen blacks to enhance contrast and depth.

Eyedropper tool

Easily sample colors from any source with the V-Ray Eyedropper tool. Built into the V-Ray color picker, it lets you grab colors from anywhere on your screen—including reference images, web pages, or other apps. Define gradients by picking multiple colors by dragging over a reference photo.

5. Better workflows for optimal results.

Enhanced texture randomization

Enhance material detail and variation with the upgraded V-Ray Multi-Sub texture. Use the new probability control to fine-tune how often each texture appears or take advantage of the new batch texture loader to quickly bring in maps to be randomised. Combined with random texture flipping and mirroring to the UVW Placement texture, you can effortlessly add visual complexity and eliminate repetition, resulting in more believable, richly detailed materials with minimal effort.

Asset presets

Jumpstart your workflow with instant access to asset presets. Whether you're working with materials, textures, or other asset types, built-in presets let you apply proven configurations in a single click—saving time and helping you achieve great results faster.

Streamlined grass & water setup

The water & grass setup in V-Ray, powered by the new presets system, makes creating realistic environments faster and easier than ever. From lifelike water with intuitive, animation-ready controls to natural grass with smart presets, guided materials, and optimized performance—beginners can achieve stunning results in just a few clicks, while professionals retain full control for advanced customization.

Water texture

Create stunning water surfaces with ease using the new procedural water texture in V-Ray. Designed for simplicity and power, this intuitive tool lets you generate realistic wave patterns for bump or displacement mapping in just a few clicks—no complex setup required.

Multi-import from Chaos Cosmos

For a smoother workflow and faster design process, you can now import multiple assets from Chaos Cosmos.

6. And more.

Gaussian splats viewport preview

Get a detailed, colorized point cloud view with adjustable point size and improved generation performance for faster, clearer previews.

V-Ray GPU improvements

V-Ray GPU now supports Gaussian splats rendering, the new Night Sky, and V-Ray Luminaire. It also brings improved GPU Caustics, including support for dispersion and better memory usage and performance.

Strand sampler texture

The new Strand Sampler map enables advanced shading of fur strands. Vary the strands color in a random way or along the length for more natural-looking carpets and grass.

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