



Rhino

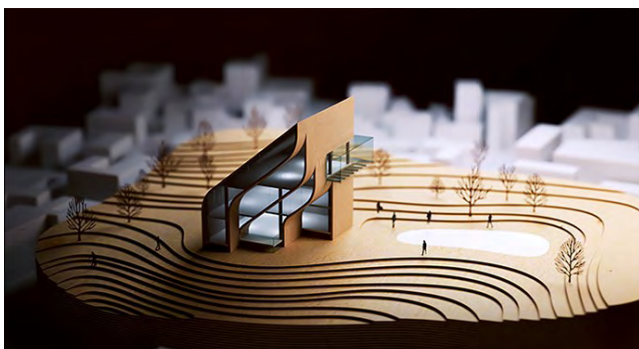
# V-RAY 3.6 FOR RHINO KEY FEATURES

January 2018





## NEW FEATURES



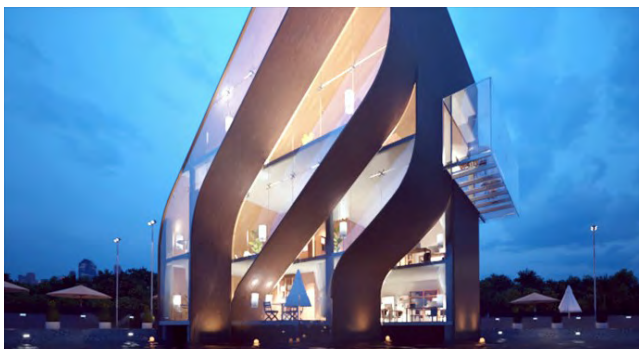
### MORE POWERFUL GPU RENDERING

Faster, more powerful GPU rendering adds support for on-demand mip-mapping, aerial perspective, displacement, subsurface scattering, matte/shadows and more.



### HYBRID GPU+CPU RENDERING

Now V-Ray GPU running on NVIDIA CUDA can take full advantage of all available hardware, including both GPUs and CPUs.



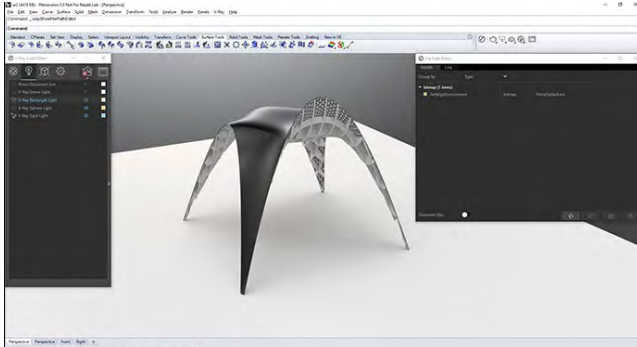
### ADAPTIVE LIGHTS

In scenes with many lights, the new Adaptive Lights mode can help you speed up render times by up to 700%.



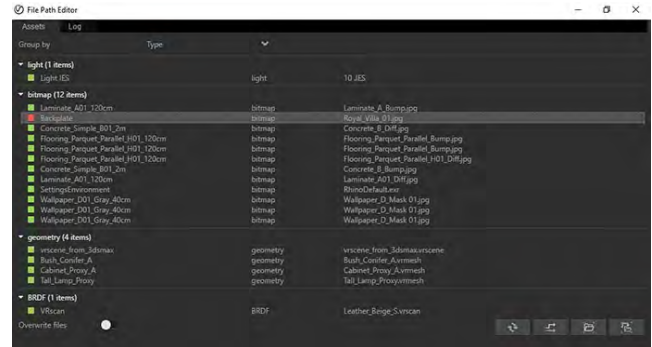
### LIGHT INSTANCES

Lights can now be instanced and controlled as a single light in the Asset Editor.



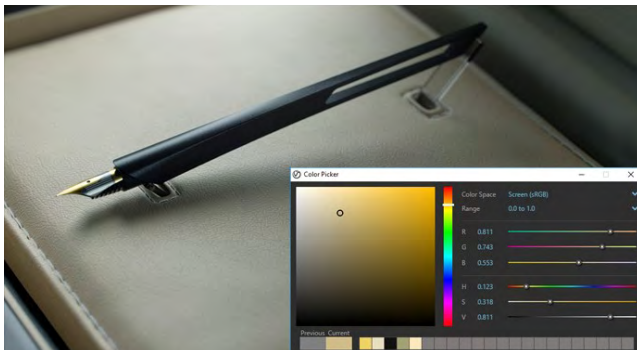
## STREAMLINED UI

The entire V-Ray for Rhino interface has been updated and streamlined for a more intuitive, user-friendly workflow.



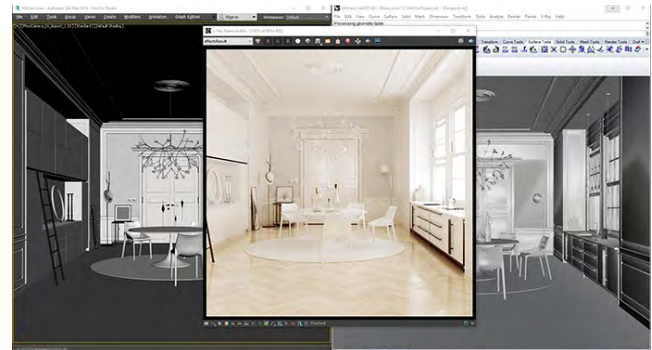
## FILE MANAGER

Manage all of your scene files in one place. Set file paths, create scene archives, and keep track of assets like textures, IES files, and proxy objects.



## V-RAY COLOR PICKER

New color picker allows you to select color values in Screen sRGB (0–255) or Rendering (0.0–1.0) color space.



## V-RAY SCENE IMPORT

Import and render V-Ray scenes (.vrscene) from other applications such as 3ds Max, Revit, and SketchUp.



## FOG

Give your scenes depth with new realistic 3D fog and light scattering effects.



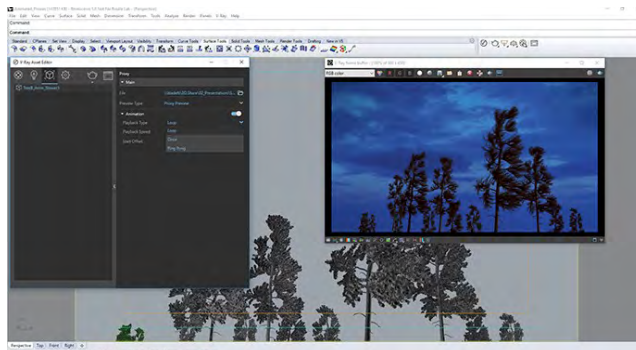
## NEW TEXTURE MAPS

Fine-tune the look of your scene with new gradient, color temperature and procedural noise texture maps.



## 2D DISPLACEMENT

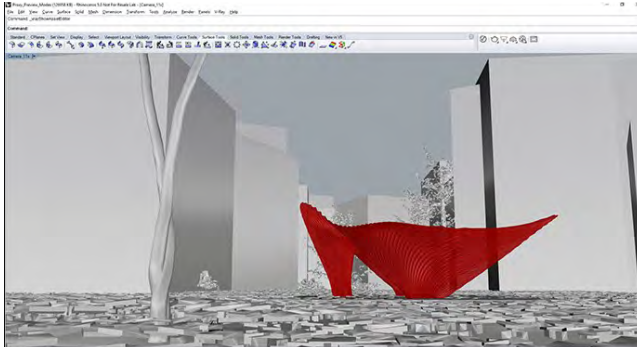
Quickly add surface detail without extra modeling using the new optimized 2D displacement. It's perfect for architectural materials like brick and stone.



## ANIMATED PROXY OBJECTS

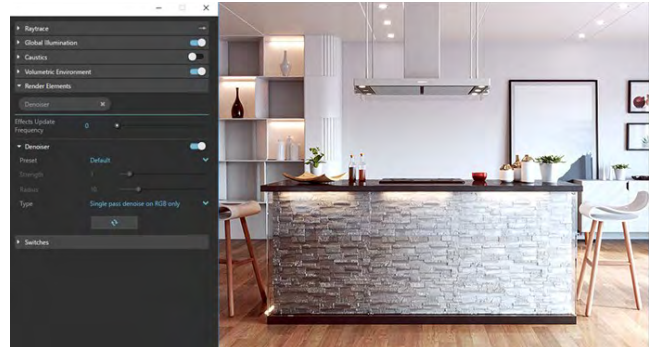
Easily add pre-animated 3D objects like walking people and trees blowing in the wind with animated V-Ray proxies.





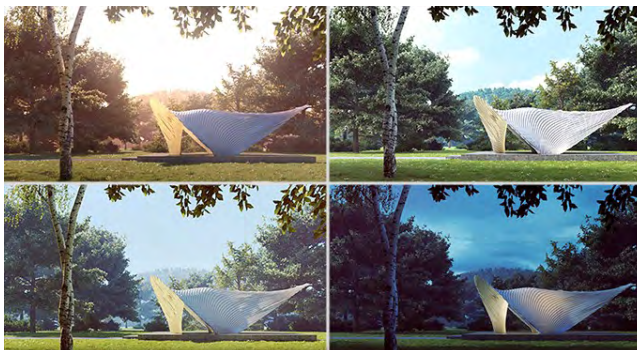
## PROXY PREVIEWS

Control the look of V-Ray proxies in the Rhino viewport. Select from Whole mesh, Bounding box, Point (Origin), Custom preview, and a new low poly Proxy preview mode.



## IMPROVED DENOISING

The V-Ray Denoiser is now easier to set up and you can refine settings even after you render.



## ANIMATIONS

V-Ray 3.6 for Rhino introduces a new simplified workflow for rendering light studies, turntables and fly-through animations.



## V-RAY FOR GRASSHOPPER

V-Ray for Grasshopper is now quicker and simpler with new preset lighting and material setups. Grasshopper objects can be rendered directly as part of the Rhino scene without baking geometry.

## KEY FEATURES



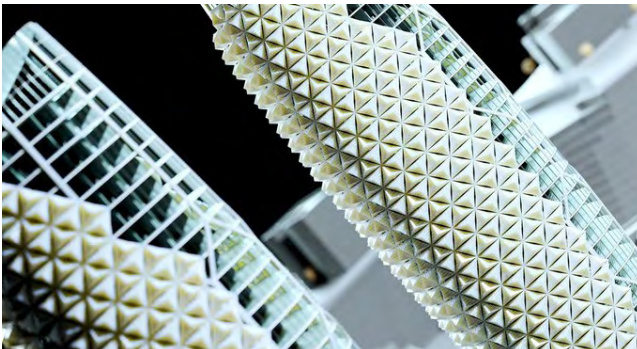
### TWIN-ENGINE PERFORMANCE

V-Ray comes with two powerful rendering engines. With CPU or GPU acceleration, you can choose the fastest one for your hardware.



### INTERACTIVE RENDERING

Render while you design. See results right away as you adjust lights, materials and cameras.



### DENOISER

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



### GLOBAL ILLUMINATION

Render realistic rooms and interiors with V-Ray's powerful and fast global illumination.



#### ACCURATE LIGHTS

Render natural and artificial lighting with a wide range of built-in light types.



#### ENVIRONMENT LIGHTING

Light your scenes with a single high-dynamic-range image (HDRI) of its environment.



#### SUN & SKY

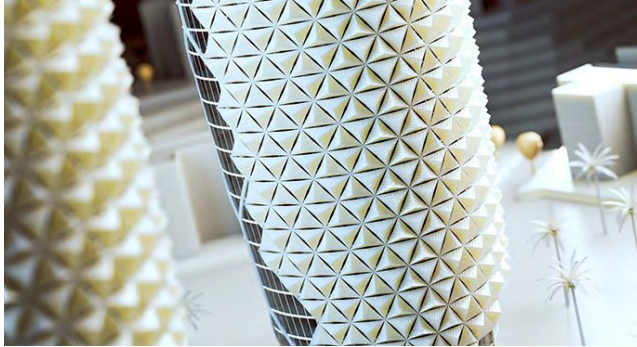
Render realistic daylight for any time and any location



#### AERIAL PERSPECTIVE

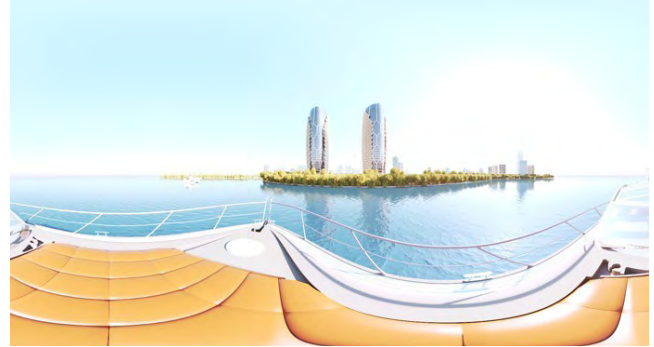
Add depth to your images with realistic atmospheric effects.





## REAL-WORLD CAMERAS

Work like a photographer with controls for exposure, white balance and depth of field.



## VIRTUAL REALITY

Render VR content for popular virtual reality headsets.



## PHYSICAL MATERIALS

Create great looking materials that look exactly like the real thing.



## MATERIAL LIBRARY

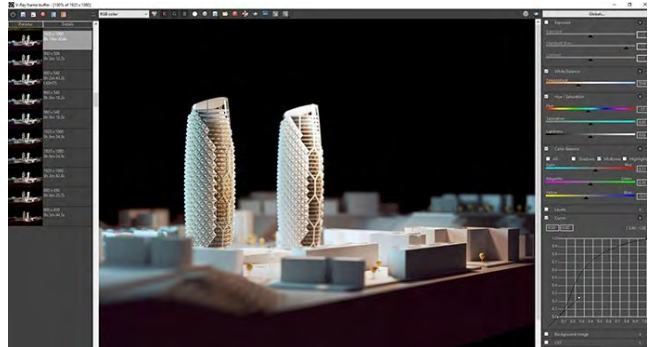
Select from over 500 drag and drop materials to speed up your next project.





## DETAILED TEXTURES

Create detailed and unique materials using texture maps or one of V-Ray's built-in procedural textures.



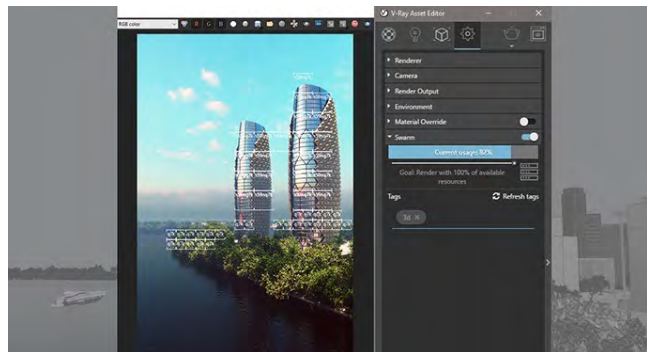
## FRAME BUFFER

Track your render history and fine-tune colors, exposure, and more directly in the V-Ray Frame Buffer.



## RENDER ELEMENTS

Render separate layers for more artistic control in your image-editing software.



## V-RAY SWARM

Render with maximum power using V-Ray's new simple and scalable distributed rendering.



## PROXY OBJECTS

Add highly detailed and complex objects like grass, trees, and cars with memory-efficient proxy models.



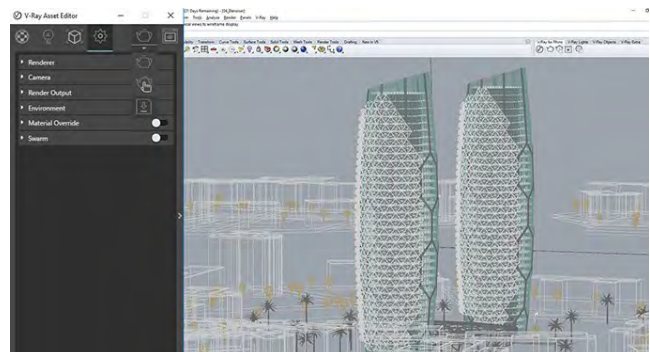
## GRASS AND FUR

Create realistic grass, fabrics and carpet with V-Ray Fur.



## SECTION CUTS

Render quick cutaways and cross sections with V-Ray Clipper.



## V-RAY SCENE EXPORT

Share complete, ready-to-render V-Ray 3 for Rhino files with any V-Ray 3.4 or higher application.



**CHAOSGROUP**