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, Ornatrix, Shave and a Haircut, and Yeti.

VOLUMES
Render optimized volumetric effects and import OpenVDB files from Realflow 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.