V-Ray® for Maya Key Features

SHADING

Support for Efficient Material Layering - quickly render complex materials using the VRayBlend material

Fast Sub-Surface Scattering Shader - VRayFastSSS2 material uses a pre-pass to create fast and accurate subsurface scattering effects with support for both single and multiple scattering

VRayCarPaintMtl - create stunning car paint shaders complete with base, flake and coat layers

Support for the Substance Textures in Maya 2011.5 and Maya 2012 - use the new V-Ray 2.0 with the Substance textures in Maya 2011.5 and Maya 2012 to create a wide range of procedural shaders for your projects

VRayHairMtl Shader – render fully raytraced hair and fur with unprecedented control, quality, and speed using the VRayHairMtl shader

Support for Dispersion in Refractions for VRayMtl - this option uses the new capabilities for wavelength dependent raytracing of the V-Ray core and allows you to create stunning closeups of refractive objects with caustics that dazzle the eye

Automatic Support for Both Mari and Mudbox Style Tiled Textures - V-Ray 2.0 can automatically load the correct texture bitmaps depending on the UV tiles of the rendered object

Support for Rendering of Maya Fluids - the new V-Ray 2.0 recognizes and renders Maya fluids directly, with full support for GI and light scattering inside the volume

Ptex Textures - with V-Ray 2.0 you can stop worrying about UV coordinates and use Ptex textures

LIGHTS

Physically Accurate Lights - create realistic illumination using physically based lights, including IES lights and true area lights with support for texture mapping

Efficient Illumination from HDR Environments - create accurate IBL solutions with sharp shadows at a fraction of the usual render time

CAMERA

Lens Distortion Through Nuke Displacement Maps - the VRayPhysicalCamera can use displacement maps from Nuke to completely match the distortion of your real camera

Support for the Maya Stereo Camera in Batch Render Mode - render your stereoscopic animations with V-Ray 2.0 and Maya batch render mode

Option to Turn Off Camera Motion Blur - V-Ray 2.0 gives you a separate control to enable or disable the motion blur coming from the movement of the camera

Shutter Efficiency for Motion Blur - render more realistic motion blur with manual control over the camera shutter efficiency

RENDER OUTPUT

Support for Additional Render Elements - have full control in compositing by separating the render into render elements

Output of Multi-Channel Scanline OpenEXR Files with Data-Window - removes the need to manually convert the multichannel OpenEXR files produced by V-Ray to scanline based OpenEXR files for efficient processing by compositing applications

VRayLightSelect Render Element - extract the contribution of each light to the scene and compose all the lights back together and change their intensity in real time in any compositing software

Ultimate Resolution of Any Issues Caused by Distributed Rendering - the new VRayDRBucket render element enables you to identify which render slave rendered each bucket

EFFECTS

Depth of Field with Bokeh Effects - create fast and accurate physically based depth of field effects using the VRayPhysicalCamera

Accurate Motion Blur - efficient and accurate physically based true 3D motion blur effects using the VRayPhysicalCamera

SCENE TRANSLATOR

Python Callback for Access to and Modification of the Translated V-Ray® Scene Before Rendering - this powerful feature allows you to directly modify the V-Ray scene before rendering to fit V-Ray seamlessly into your production pipeline

Support for .vrscene Output for Rendering with V-Ray® Standalone

OPTIMIZATIONS

Interactive Rendering on CPU & GPU - V-Ray RT is a fully functional interactive rendering engine matching the production renderer results. With GPU acceleration, you can rely on a significantly faster interactive rendering process.

Dynamic Loading of Tiled OpenEXR - load tiled OpenEXRs on the fly with the help of the new and improved VRayHDRI texture

On-Demand Geometry Loading from the Disk - use VRayProxy to render millions of polygons at maximum memory efficiency by storing the geometry on the hard drive

Displacement Mapping - precisely control the displacement on a per object basis with the V-Ray displacement extra attributes

Faster Rendering of Dynamic Geometry - new internal optimizations have led to even faster multi-core rendering of displacement, proxies, fur and hair, etc.

Faster Rendering of Subdivision Surfaces, VRayFur and Maya Hair - the new improved core of V-Ray 2.0 can render VRayFur, Maya hair and render time subdivision surfaces much faster

TOOLS

The ply2vrmesh Tool Can Convert RealFlow .bin Files to .vrmesh Files - with the new version of the ply2mesh tool V-Ray 2.0 users can render very large RealFlow simulations as VRayProxy objects with significantly improved memory efficiency

Extended Irradiance Map Viewer Tool - allows the incremental merge of irradiance map files to avoid redundant information; preview of light cache files; manual deletion of unwanted samples, and usage of OpenGL display lists for more interactivity

Img2tiledexr Tool for Mass Conversion of Many Common Image Formats to Tiled OpenEXR files

At **Chaos Group** we work closely with our customers from around the world to ensure we are creating the best tools for their workflow. Inspired by their imaginative creations, we passionately pursue advances in rendering technology and continue to improve the software needed to communicate their vision.

"I've loved V-Ray ever since the beginning, and I think it is the only software I've used that has never disappointed me and it has always performed perfectly. It is the best renderer I've used, and I always recommend it to everyone I have the chance to."

Alex Huguet
Senior 3D Artist, The Mill

"V-Ray is reinventing the way CG is done, allowing artists to deliver photo-real images in smaller teams with faster workflows. V-Ray is really making an impact on the VFX industry."

Scott Metzger
CG Supervisor, VFX Tour

youtube.com/ChaosGroupTV

V·ray For 3ds Max

V·ray For Softimage

V·ray For Rhino

V·ray For SketchUp

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