V·ray For Rhino

VERSION 2.0

FEATURES AND IMPROVEMENTS

V-Ray **2.0** for Rhino

RENDERING ENGINES

V-Ray RT – V-Ray RT is a revolutionary rendering engine providing instant feedback and streamlining scene setup. Because V-Ray RT is built upon the same robust core as V-Ray, it is seamless to transition between V-Ray RT and production rendering. Randomize Sampler improves anti-aliasing of nearly horizontal or vertical lines. You can now take advantage up to 30 times speed improvement with GPU support. Optimize your workflow with even more interactivity with V-Ray RT now available as a direct Rhino viewport mode.

MATERIALS

V-Ray Material – a new compact and optimized material that includes diffuse, reflection, and refraction parameters with the ability to change the BRDF.

V-Ray Material Wrapper – can be used to specify additional properties per material. Most importantly you can now create true matte materials which show the background as opposed to the base material.

VRMats Library – a new library contains an extensive collection of ready to use and photo realistic V-Ray materials.

OTHER

HDR Light Studio Live – HDRLS customers can access HDR Light Studio directly within Rhino providing the most intuitive, creative and fastest way to perfectly lit design visualizations.

V-Ray Express – quickly apply over 200 materials, create a combination of realistic studio setups, and illuminate your models with preconfigured studio and environment lights.

Rendering Presets – with our collection of interior and exterior rendering presets you can quickly switch between draft and high quality rendering settings. You can also create and save your own presets to customize and streamline your workflow.

Camera Presets – with camera presets you can quickly switch between different exposure setups for illumination scenarios like cloudy sky, after sunset, interior natural light, etc. You can create and reuse your own custom camera presets.

Set Camera Focus – you can now setup depth of field with ease by simply picking a point in the scene where you want to focus the V-Ray camera on.

Animation Support – the ability to produce animation for Rhino projects has been streamlined, ensuring a cleaner and easier creation process.

Lock RT – create and work on your Rhino model without changing the point of view in RT.

64-bit Rendering – local and distributed 64-bit rendering is now supported when running 32 bit versions of Rhino.

Distributed Rendering – offload renders to other computers on your network and continue working in Rhino by using the option "Don't use local machine."

Normal Mapping – add more accurate simulation of detailed 3D surfaces in Rhino.

Environment Mapping – matching your Rhino model to a background image is now easier than ever before with the additional Screen, Cylindrical and Shrink Wrap environment mapping types.

Opacity Mapping – the option "use color texture as transparency" is available for all Rhino materials. This is important when using PNG or TIFF textures with built-in transparency channels.

Pack and Go – archive your Rhino scene and all external files into a single ZIP for easy sharing and project back up.

Procedural Texture Mapping – we added more texture mapping to allow you create different effects on the materials. Now you have more freedom on the materials creation.

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