V-Ray started as a simple thought – to develop the tools artists need to visualize and communicate their ideas.

From futuristic cities and skyscrapers, cars and spaceships, medical devices and household products, to fictional worlds and mythical creatures, these imaginative works of art have inspired us ever since.

We'd like to thank the artists who continue to push the boundaries of what is possible. We thank you for your hard work and creativity, and we thank you for continuing to push our own limits. Innovation will always be on our software roadmap, and V-Ray is dedicated to you.
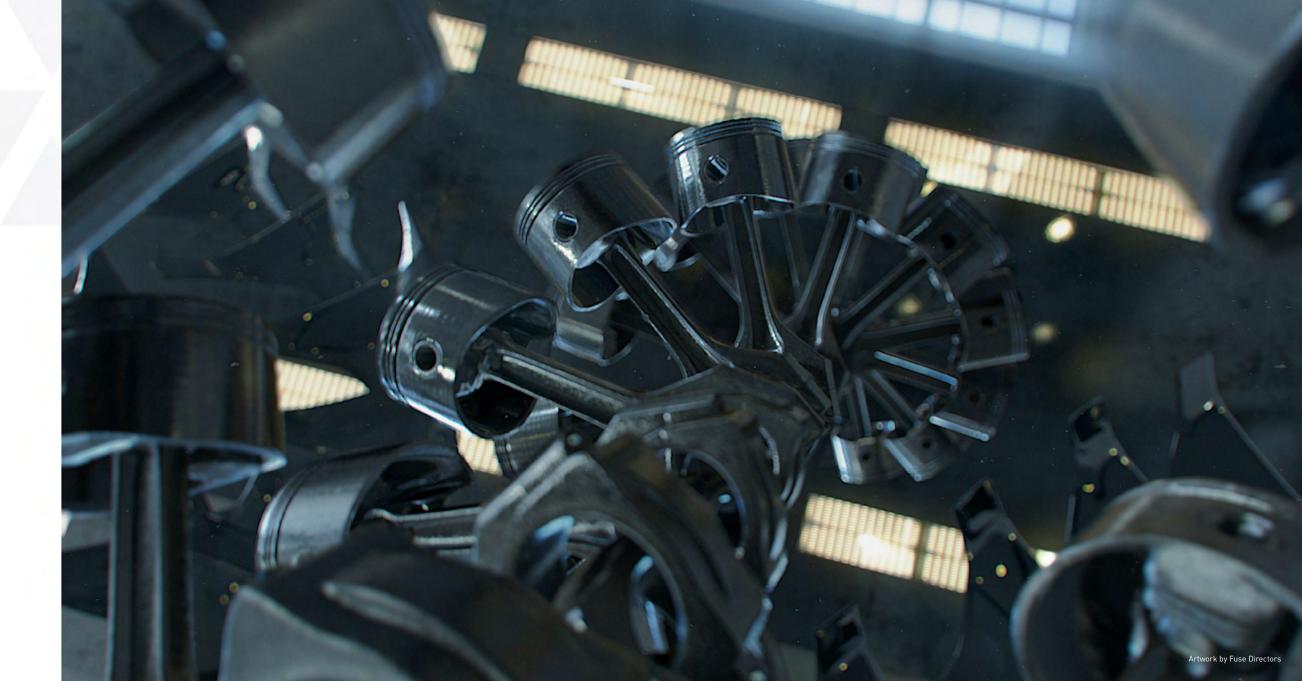
Chaos Group

V·ray

ARTWORKFLOW

ENGINEERED FOR ARTISTS

INTELLIGENT SAMPLING

At its core, V-Ray is a powerful and highly optimized ray tracer. With V-Ray's innovative Adaptive DMC algorithm, artists can easily tune render quality and speed.

Artwork by Fuse Directors

Artwork by Squint/Opera

BUILT TO SCALE

MULTITHREADED PERFORMANCE & DISTRIBUTED RENDERING

V-Ray is designed to take full advantage of multicore processing as well as distributed rendering across multiple machines. With V-Ray artists can handle production at any scale.

THE BIG PICTURE

DYNAMIC RENDERING

V-Ray is built to handle big jobs. With Proxy objects and Tiled EXR support, V-Ray dynamically loads and unloads assets at render time. This keeps scenes lightweight and saves valuable system resources.

THE ARTISTS' CHOICE

GLOBAL ILLUMINATION

Some deadlines are tighter than others. With V-Ray artists have a choice in GI solutions including Brute Force, Path Tracing, Irradiance Map, and Light Cache. V-Ray provides the flexibility needed to get the job done on time.

STREAMLINED MATERIALS

PHYSICALLY-BASED SHADERS

With V-Ray artists can develop materials with ease.
V-Ray offers a variety of physically-based shaders including
the versatile VRayMtl, layered VRayBlendMtl, and more.

Artwork by Ivan Basso
Original backplate by maground.com

STUNNING CHARACTERS

REALISTIC HAIR AND SKIN

With V-Ray's unique Subsurface Scattering and Hair shaders, artists can create incredibly realistic characters. Perhaps, you've seen one of these characters at the movies or on TV. Then again, it may have been hard to notice.

ATTENTION
TO
DETAIL

DISPLACEMENT

V-Ray's memory-efficient Displacements allow
artists to dynamically add fine details at render time.
The details make all the difference.

Artwork by Denis Bodart

FOCUS
ON
CREATIVITY

CAMERA CONTROLS & OPTICAL EFFECTS

With V-Ray's Physical Camera artists have access to any camera and any lens at any time. Simulate true optical effects such as Depth of Field, Motion Blur, Lens Distortion, Glare, Bloom, and more.

MINIMIZE SET UP TIME

INTERACTIVE RENDERING

With V-Ray RT's powerful path tracer, artists can iterate in real-time. Offering scalability and hardware acceleration, V-Ray RT makes it possible to set up scenes faster than ever.

MINI COOPER S
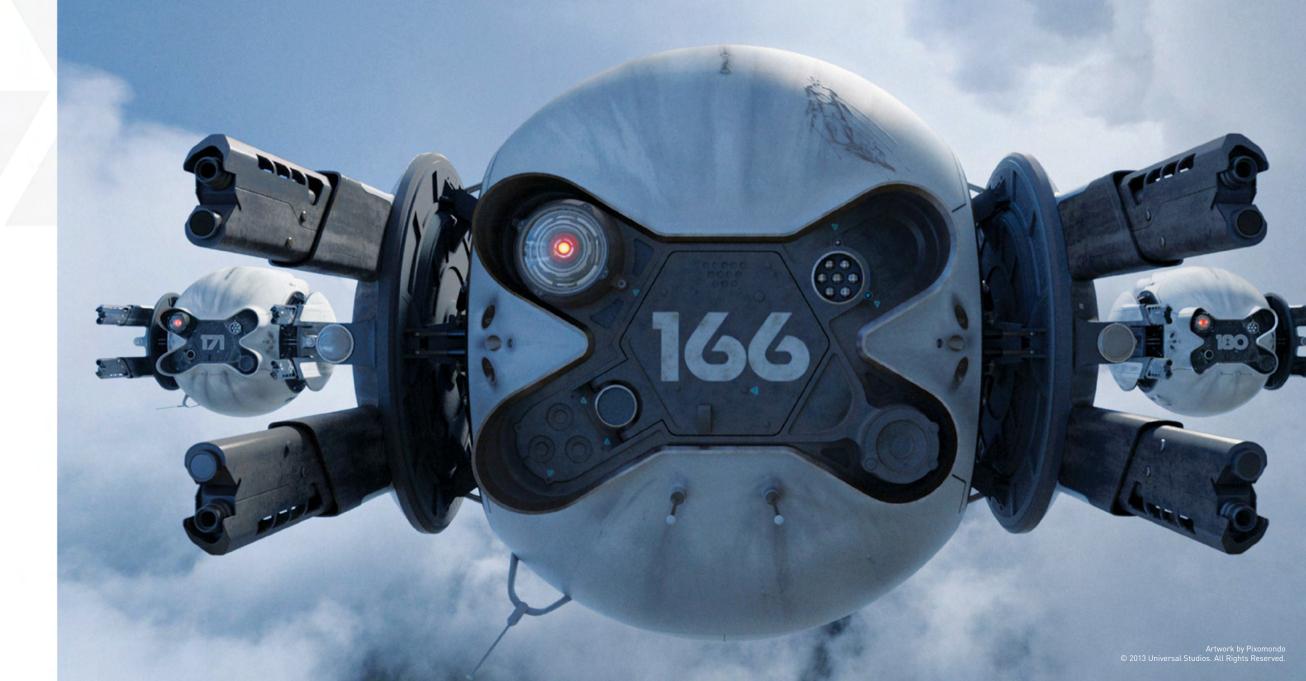
Artwork by PK3D Studio

Artwork by Fama

DIRECT LIGHT

PHYSICALLY-BASED LIGHTING

V-Ray includes a variety of physically-based light types with artist-friendly settings and natural controls. V-Ray lights include Sun and Sky, Dome Light, Rectangular Area Light, Mesh Light, IES, and more.

LIGHTNING
FAST

IMAGE BASED LIGHTING

With V-Ray's Dome Light artists can generate
realistic environment lighting with a single HDR image.
V-Ray's multiple importance sampling optimizes
calculations and delivers clean results fast.

PREPARE FOR LIFTOFF

RENDER ELEMENTS & COMPOSITING

With V-Ray preparing renders for compositing is seamlessly integrated. Artists can choose from an extensive set of Render Elements and Utility passes for complete control in post.

WE'VE GOT YOUR BACK

COMMUNITY & SUPPORT

The V-Ray community is supportive, collaborative, and very active. Sharing new ideas, workflow techniques, and inspiring artwork is all part of the V-Ray Experience.

V·RAY

ARTWORKFLOW

V-Ray is a complete solution for lighting, shading, and rendering and is built to handle production at any size. V-Ray seamlessly integrates into artists' workflow and provides the flexibility and control they need. **V-Ray is designed for artists.**

CHAOSGROUP
innovative rendering technologies

V·RAY
For 3ds Max
Maya
Rhino
SketchUp
Softimage

phoenix
fluid dynamics

PDPLAYER

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