



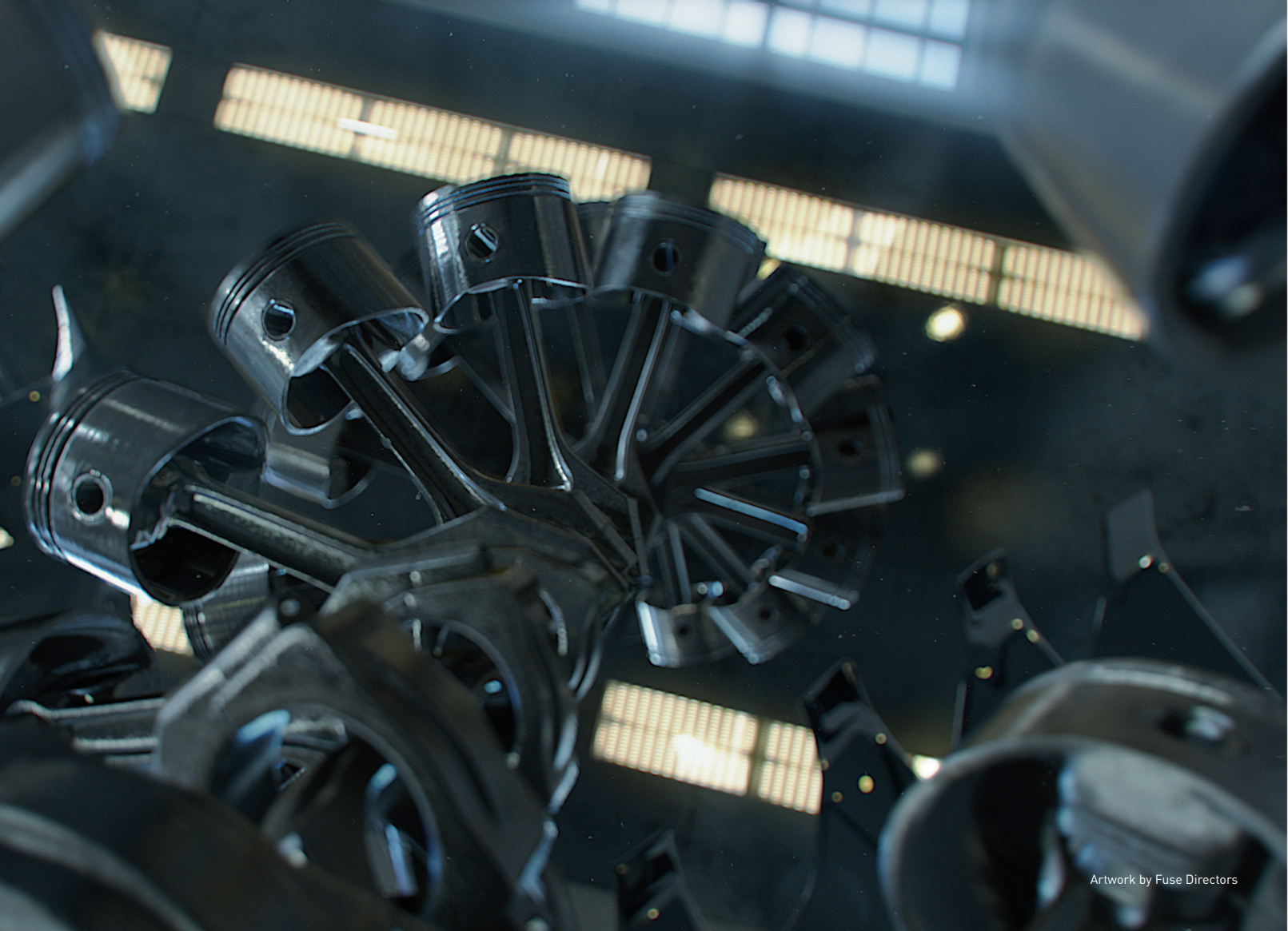
ARTWORKFLOW

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.









BUILT TO SCALE

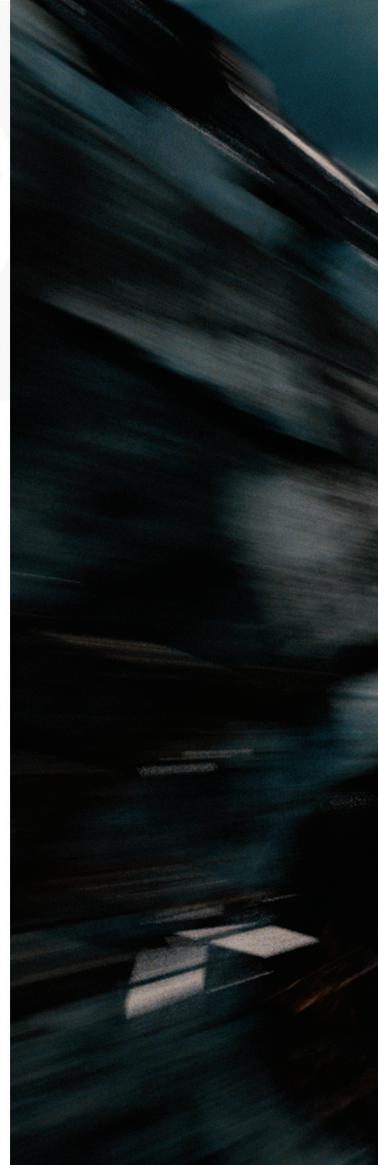
MULTITHREADED PERFORMANCE & DISTRIBUTED RENDERING

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.







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.



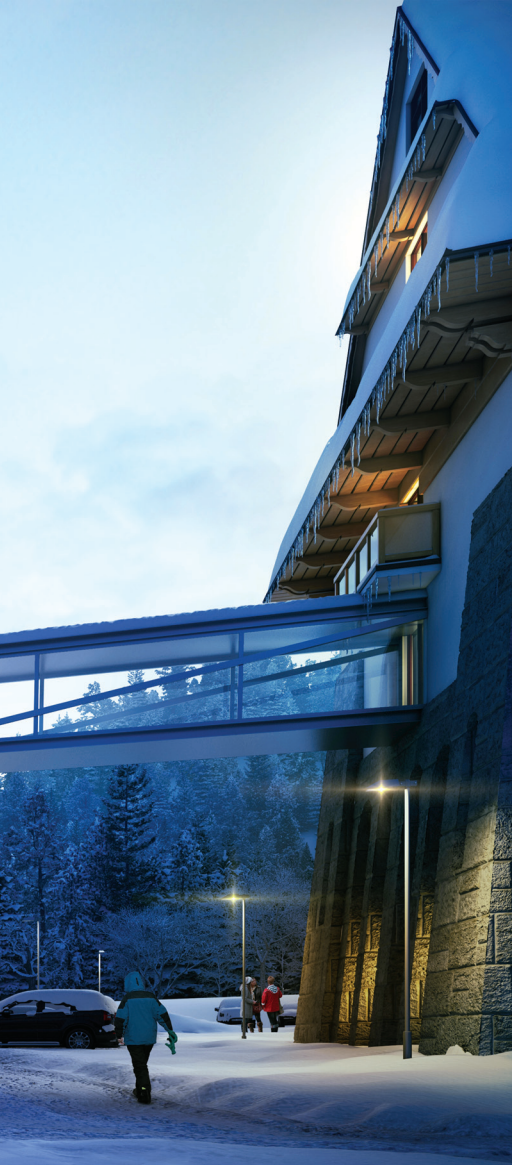
MINIMIZE SET UP TIME

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.







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.

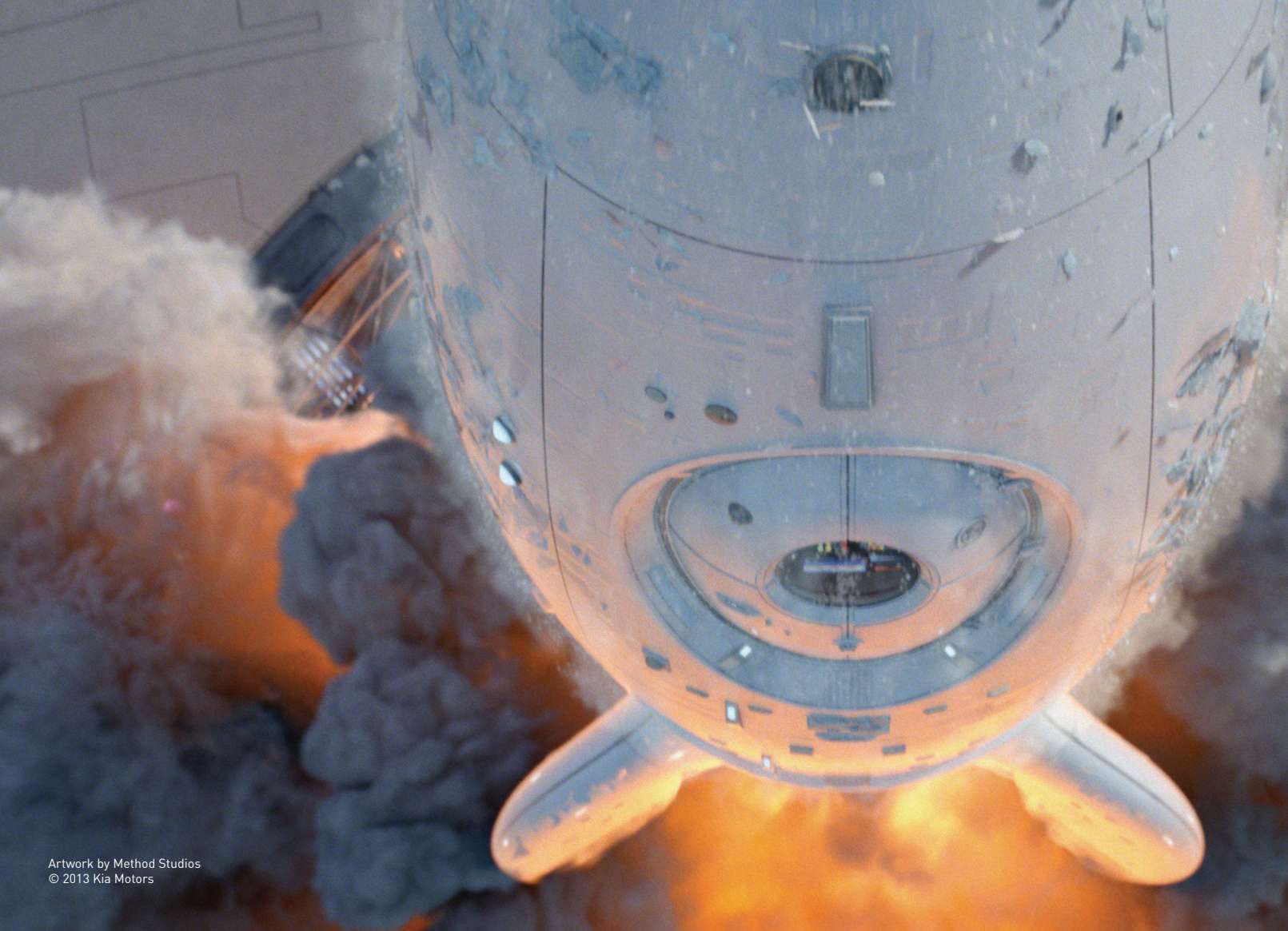
LIGHTNING FAST

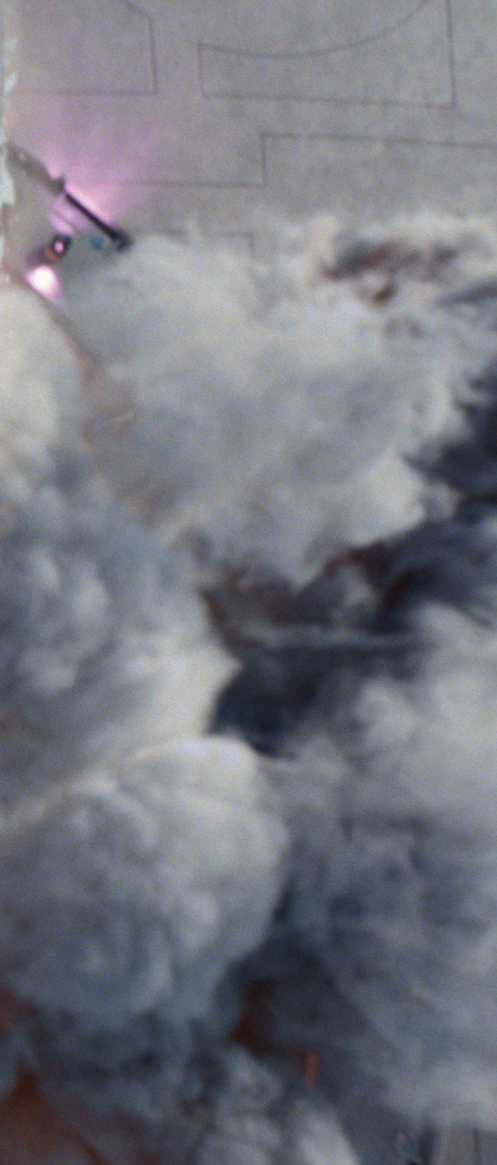
IMAGE BASED LIGHTING

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.

The background of the slide is white with a pattern of light gray triangles of various sizes and orientations scattered across it.

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.



Artwork by Asile © 2013
Photographer: Paul Morel



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



PDPLAYER