V·ray For Maya

VERSION 3.0 BETA

FEATURES AND IMPROVEMENTS

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V-Ray 3.0 for Maya / **Beta**

RENDERING

- **Faster Ray Tracing** Performance
- **Intel Embree** support (Windows and Linux)
- **New Progressive Production Renderer** for interactive and production rendering
- **Render Mask*** to specify render regions using an object selection or image mask
- **Reflection / Refraction Trace Sets** to control object visibility in reflections and refractions
- **Max Ray Intensity** parameter to remove noise resulting from over bright sources
- **Faster Hair** rendering with support for view-dependent tessellation
- **Deep Image** support including OpenEXR 2.0 output
- **Viewport Rendering** using V-Ray RT
- **Improved V-Ray RT GPU** with support for Render Elements
- **Improved V-Ray RT CPU** with support for SSS, VRaySkinMtl, and VRayDirt (Ambient Occlusion)
- **Improved Distributed Rendering** with Automatic Asset transfer and ability to exclude local machine
- **Render Cache** to cache translated scene and bitmaps between renders

LIGHTING

- **Probabalistic Light Sampling*** for optimized rendering of scenes with multiple lights

SHADING

- **Improved Subsurface Scattering** with support for object-based and raytraced illumination
- **New VRaySkinMtl** with layered reflections and artist-friendly controls
- **VRMats** for sharing V-Ray materials across host applications
- **OSL*** support for programmable shaders
- **PhoenixFD Volume Shaders** are included
- **OpenVDB and Field3D**** support
- **Improved Ptex** support including object-space vector dis placement
- **Advanced Texture Baking** including baking to Ptex, UDIM, and projections

GEOMETRY

- **Opensubdiv** support
- **Metaballs** with support for rendering implicit surfaces

CHAOSGROUP

WORKFLOW

- **Simplified User Interface*** with easy access to common controls
- **New Online Documentation*** with direct links within interface
- **Improved V-Ray Frame Buffer** dockable with added color correction controls
- **Improved Lens Effects** supported directly in V-Ray Frame Buffer
- **OpenColorIO** support for advanced color management
- **Alembic** integration with support for hair and particles
- **Improved Lens Analyzer Tool** to match barrel distortion using any image (no longer limited to grid photo)

* Coming soon. Currently in development.
** OSX support is in development.