



v-ray For
SketchUp
VERSION 2.0

FEATURES AND
IMPROVEMENTS



V-Ray 2.0 for SketchUp

RENDERING ENGINES

V-Ray RT CPU & GPU – 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. For the everyday user this is a very powerful interactive rendering solution that allows them to simultaneously work and render inside of SketchUp. The instant visual feedback makes for quicker design, material, and lighting decisions.

Retrace Threshold – reduce Light Cache artifacts and improve the appearance of glossy reflections and refractions when using the time saving feature – Use light cache for glossy rays.

LIGHTS

Dome Light – creates simple, artifact-free image-based lighting using the Dome Light. Its powerful importance sampling analyzes HDR images and optimizes light tracing and GI precision. This new feature will streamline your workflow when using image based lighting in your scenes. It will not only save you setup and rendering time but it will also increase the quality of the image based light and shadows.

Lights as Components – V-Ray lights can now be part of a SketchUp component, making the process of changing the design and settings of multiple lights at once much easier.

Sphere Light – create spherically shaped area light.

GEOMETRY

V-Ray Proxy – an indispensable tool for managing scene memory and efficiently rendering massive amounts of geometry. V-Ray Proxy objects are dynamically loaded and unloaded at render-time, saving vital RAM resources. Use V-Ray Proxy to render millions of polygons at maximum memory efficiency and increase the amount of detail and complexity of your SketchUp scenes.

Faster Parsing Times – major speed improvements have been made when processing the SketchUp scene for rendering with V-Ray.

V-RAY FRAME BUFFER IMPROVEMENTS

Render History – this option allows you to save your rendered images and load them directly in the V-Ray frame buffer.

Compare Tool – a new option to easily compare two rendered images directly in the V-Ray frame buffer.

V-Ray Lens Effect – allows you to achieve bloom and glare effects in your renderings.

MATERIALS

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

Wrapper Material – 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

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 SketchUp projects has been streamlined, ensuring a cleaner and easier creation process.

Lock RT – the SketchUp scene can be edited without changing the view in RT.

64-bit Rendering – 64-bit rendering is now supported locally and via distributed rendering.

Distributed Rendering – offload renders to other computers and continue working in SketchUp by using the option “Don’t use local machine.”

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

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

Multi-Session Support – OS X users now have the ability to set the current model that V-Ray will render.

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

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

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

