



v-ray For
3ds Max
VERSION 3.0

NEW FEATURES AND
IMPROVEMENTS



V-Ray for 3ds Max / Version 3.0

RENDERING

- **Faster Ray Tracing** Performance
- **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
- **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 V-Ray RT** with support for Forest Pack and RailClone from iToo Software
- **Improved Distributed Rendering** with Automatic Asset transfer and ability to exclude local machine

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

GEOMETRY

- **VRayClipper** for creating cutaway and section renders
- **Metaballs** with support for rendering implicit surfaces

WORKFLOW

- **Simplified User Interface** with easy access to common controls
- **Quick Settings** with production-ready presets for fast render set ups
- **New V-Ray Toolbar** for quick access to common V-Ray tools
- **New Online Documentation** with direct links within interface
- **Improved V-Ray Frame Buffer** 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.)

ADDITIONAL FEATURES AND IMPROVEMENTS

- Support for object-based custom tags in filenames using V-RayHDRI
- Support for Mari <UDIM> and Mudbox <UVTILE> tags in V-RayHDRI
- Support for Ground Environment Projection in V-RayHDRI
- Support for Ptex object-space vector displacement any image (no longer limited to grid photo)

