

V-Ray for Maya 2 pages product leaflet preview

Chaos Group presents V-Ray for Maya®

Chaos Group provides state of the art rendering solutions for the Visual FX, Film, Media and Entertainment, Architecture, Automotive design, Product design, Television, and other industries. V-Ray rendering solutions are always there to help artists transform even the most ambitious creative visions into reality for both less time and lower cost without sacrificing quality. V-Ray for Maya® enables the rendering of even larger scenes with greater complexity and now artists can rely on a faster rendering process.

V-Ray for Maya® Key Features

Core Architecture

- + Multi-platform object-oriented API
- + Fully multithreaded core
- + Distributed rendering
- + Efficient shading system specifically optimized for raytracing
- + Modular architecture - many components of the system can be replaced with custom ones through the V-Ray SDK

Geometry

- + Efficient geometry handling
- + On-demand dynamic geometry creation [vrmesh files, converter for .OBJ, .PLY, .GEO files included]
- + On-demand geometry loading from disk files
- + Displacement mapping
- + Catmull-Clark and Loop subdivision surfaces
- + Particle rendering & particle instancer

Image Sampling

- + Three different image sampling methods
- + Full-scene anti-aliasing
- + Support for additional render elements [diffuse, reflection, GI, etc]
- + Advanced color [tone] mapping controls

Illumination

- + Physically accurate full global illumination solutions
- + Different GI algorithms, Reusable GI solutions for accelerated rendering
- + Physically accurate area lights
- + Efficient illumination from HDR environments
- + Procedural sun & sky models

Shaders

- + Physically plausible materials
- + Blurry reflections/refractions
- + Accurate highlights
- + Set of fast Sub-surface scattering shaders
- + Support for efficient material layering

Camera Effects

- + Depth-of-field with bokeh effects
- + Accurate motion blur
- + Physical camera model

Extras

- + Extended matte/shadow capabilities
- + Texture baking of any render element [GI, lighting, etc]

Frame buffer

- + V-Ray specific frame buffer with integrated color corrections and display of multiple rendering elements
- + Direct rendering to disk for extremely large images, either as OpenEXR files or as .vrimg files

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