



## V-Ray 2.0

### WHAT'S NEW IN V2.0

#### Major features

- V-Ray RT and V-Ray RT GPU interactive renderers are included as part of the V-Ray 2.0 package
- V-RayCarPaintMtl - material with accurate flakes simulation
- V-RayDistanceTex - texture that measures distances to arbitrary mesh objects
- V-RayLightSelect - render element to extract the contribution of individual lights
- V-RayDRBucket - render element to show which machine rendered a given bucket in DR mode
- V-RayLensEffects - render effect for producing glow and glare with support for obstacle images and diffraction
- V-RayExposureControl plugin - for proper exposure of regular viewport and camera views
- V-RayStereoRig - controller for easy stereoscopic setup
- Shade maps for faster rendering of stereo images, DOF and motion blur through the V-RayStereo helper
- Dispersion in the V-RayMtl material, utilising the new support for wavelength-dependent ray tracing
- Support for bidirectional path tracing for accurate unbiased lighting solutions
- Directionality parameter for rectangle V-Ray lights to turn them into (textured) spot lights
- Dynamic loading of tiled OpenEXR textures through the V-RayHDRI texture
- Command-line tool for mass conversion of textures to tiled OpenEXR files
- V-Ray specific light lister
- Integration of the various V-Ray components in the 3ds Max "Create" menu
- Tools for calculating and rendering accurate camera distortion through .lens files
- Support for MetaSL shaders.

### **Enhanced Features**

- Faster rendering of V-RayProxy objects
- Support for proper motion blur of Thinking Particles
- Proper blending of gizmos for V-RayEnvironmentFog
- Improved raytracing precision in certain cases
- Render history for the V-Ray VFB
- Load and compare images directly in the V-Ray frame buffer
- Support for rendering of V-RayProxy objects as point clouds
- Better representation of V-Ray lights in the new hardware viewport for 3ds Max 2010 and later
- Retrace threshold for the light cache

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