



What's new in V-Ray 2.0 for Maya

Key Features

- **V-Ray RT and V-Ray RT GPU**
This new interactive technology runs on both CPU and GPU and speeds up the shading and lighting stages of your production. With the new V-Ray 2.0 you can take full advantage of Chaos' state of the art interactive renderer. It can also be used for fast off-line rendering with support for motion blur on both CPU and GPU, as well as displacement, subdivision surfaces, hair and fur on the CPU.
- **Python callback for access to, and modification of the translated V-Ray scene before rendering**
This powerful feature allows you to:
 - Directly modify the V-Ray scene before rendering to fit V-Ray seamlessly into your production pipeline
 - Access the full features of the V-Ray rendering engine and its plugins, even if they are not exposed in the user interface
 - Add your own custom V-Ray plugins without the need to code Maya plugins
 - And much more
- **Support for the Substance textures in Maya 2011.5 and Maya 2012**
Use the new V-Ray 2.0 with the Substance textures in Maya 2011.5 and Maya 2012 to create a wide range of procedural shaders for your projects.
- **Faster rendering of dynamic geometry (displacement, fur, proxies, hair etc.)**
New internal optimisations have led to even faster rendering of dynamic geometry like displacement, proxies, fur and hair, etc.
- **Faster rendering of render-time subdivision surfaces, VRayFur and Maya hair**
The new improved core of V-Ray 2.0 can render VRayFur, Maya hair and render-time subdivision surfaces much faster.
- **VRayCarPaint material**
You can now create realistic car paint shaders complete with "Base", "Flakes", and "Coat" layers. Full mapping support allows for amazing flexibility and a wide range of effects.
- **VRayToon shader**
This feature lets you add an amazing cartoon-like feeling to your renders.
- **Support for dispersion in refractions for VRayMtl**
This option uses the new capabilities for wavelength-dependent raytracing of the V-Ray core, allowing you to create stunning close-ups of refractive objects with eye-dazzling caustics.
- **Automatic support for both Mari- and Mudbox-style tiled textures**
You can now automatically load the correct texture bitmaps depending on the UV tiles of the rendered object.
- **P Tex textures**
Stop worrying about UV coordinates and use P Tex textures instead. This revolutionary technology allows the artist to be absolutely free in his or her creative process and skip the tedious UV unwrapping.

- **Lens distortion through Nuke displacement maps**
The V-RayPhysicalCamera can use displacement maps from Nuke to completely match the distortion of your real cameras.
- **Option to turn off camera motion blur**
A separate control allows you to enable or disable the motion blur coming from the movement of the camera.
- **Support for rendering of Maya fluids**
Recognise and render Maya fluids directly, with full support for GI and light scattering inside the volume.
- **Support for the Maya stereo camera in batch render mode**
You can now render your stereoscopic animations with V-Ray 2.0 and Maya batch render mode.
- **The ply2vrmesh tool can convert RealFlow .bin files to .vrmesh files**
The new version of the ply2mesh tool V-Ray 2.0 can render very large RealFlow simulations as V-RayProxy objects with significantly improved memory efficiency.
- **Extended irradiance map viewer tool**
This allows for the incremental merge of irradiance map files to avoid redundant information; preview of light cache files; manual deletion of unwanted samples, and usage of OpenGL display lists for more interactivity.
- **Img2tiledexr tool**
You can use this for mass conversion of many common image formats to tiled OpenEXR files
- **Output of multi-channel scanline OpenEXR files with data-window**
This tool removes the need to manually convert the multichannel OpenEXR files produced by V-Ray to scanline-based OpenEXR files for efficient processing by compositing applications.
- **Shutter efficiency for motion blur**
This lets you render more realistic motion blur with manual control over the camera shutter efficiency.

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