



v-ray For
3ds Max
VERSION 3.0 / SP1

FEATURES AND
IMPROVEMENTS



V-Ray 3.0 for 3ds Max Service Pack 1

NEW FEATURES

- Further optimizations for render speed
- New VRayLight: Disc light shape
- VRayMtl: Added Microfacet GGX/ GTR BRDF model; (GTR, microfacet, examples)
- VRayMtl: Added Clip Opacity and Stochastic Opacity modes for faster rendering of trees and vegetation with opacity mapping.
- Overall Embree Update
 - Embree: Proxies and instances can now be accelerated by Embree
 - Embree: Update to Embree 2.3
 - Embree: Embree can now accelerate hair rendering for Ornatrrix and HairFarm
- VRayScatterVolumeMtl: improved volumetric rendering; added ability to use the light cache
- VRayInstancer: New geometric plugin for instancing objects on ParticleFlow systems.
- VRayLightSelect render element: ability to output normal/raw/diffuse/specular contributions of associated lights
- VRayLight: ability to control diffuse and specular contributions separately
- VRayMultiSubTex: Extended with new randomized modes for choosing colors; variations (goes with VRayInstancer)
- Improved VRay2SidedMtl
- VRayProxy: Support for subdivision objects in Alembic files using OpenSubdiv
- Virtual Frame Buffer
 - VFB: Ability to dock/undock History window and Color Corrections window to the main VFB window
 - VFB: Added highlight burn color correction to the VFB
 - VFB: Added "background image" color correction to the VFB
 - VFB: Added the ability to save multi-channel .vrimg and OpenEXR files from the VFB UI
 - VFB: Added the ability to load arbitrary file formats in the V-Ray VFB for post-processing
- Added include/exclude list to the VRayVelocity render element
- Updated to OpenEXR 2.2.0 and added new DWA compression options to VRayOptionsRe

- When created, V-Ray will automatically load a preset named "default" if there is one (allows for customized default values)
- Support for point cloud rendering in 3ds Max 2015
- Improvements in RT GPU & CPU:
 - V-Ray RT CPU: Support for the VRayClipper object
 - V-Ray RT CPU: Support for Ornatix and HairFarm rendering
 - V-Ray RT GPU: Support for using the light cache for GPU rendering
 - V-Ray RT GPU: Support for the VRayFastSSS2 material
 - V-Ray RT GPU: Initial support for hair rendering for Ornatix and HairFarm
 - V-Ray RT: Improved refresh speed

MODIFIED FEATURES

- Added MaxScript access to the Trace sets include/exclude flag
- VRayLight: Somewhat faster sampling of rectangle lights
- Improved render speed when not using any render elements
- VRayProxy: Export texture coordinates for .vrmesh preview, if preview mesh is specified
- VRayClipper: More robust and faster algorithm is used
- VFB: Improve anaglyph stereoscopic preview to reduce retinal rivalry
- VRayHairFarmMod and VRayOrnatixMod: Faster rendering of hair
- VRayOSLMtl and VRayOSLTex: Added the ability to display tooltip-messages with additional description of the parameter
- Ability to delete presets in V-Ray Presets window
- Added an option to open the V-Ray messages window on error or warning only
- VRayMtl: Multiple layers of glass rendered with noise

