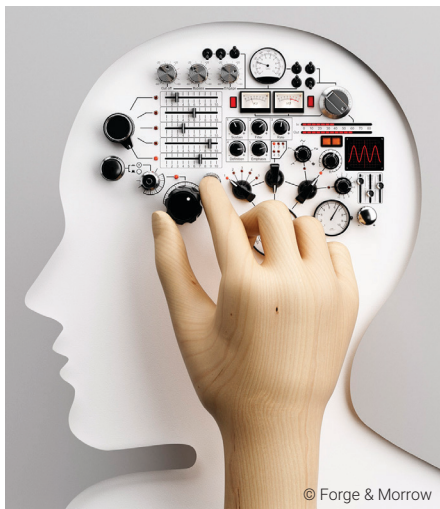




v-ray | 3ds Max

Take rendering to the Next level.

CHAO2GROUP



V-Ray Scene Intelligence. Automatically analyzes your scene to optimize rendering — so you get the best quality in less time.



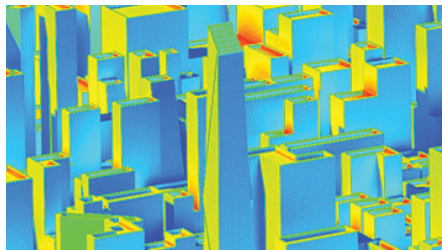
Adaptive Dome Light. Faster, cleaner and more accurate image-based environment lighting. Up to 7x faster than before.

Point & shoot camera. Perfect renders are as easy as taking a snapshot with new Automatic Exposure & White Balance.



2x faster GPU rendering. Fast new GPU rendering architecture with support for more of your favorite high-end production features.

GPU-accelerated Volume Rendering. Render volumetric effects like smoke, fire and fog with the added speed of V-Ray GPU.



Lighting Analysis. Accurately measure the light levels in your scene using new lighting analysis tools.

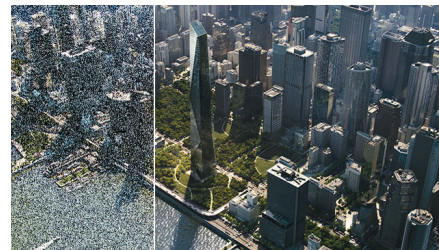
Physical Hair Material. Render more realistic-looking hair with accurate highlights and melanin color controls.



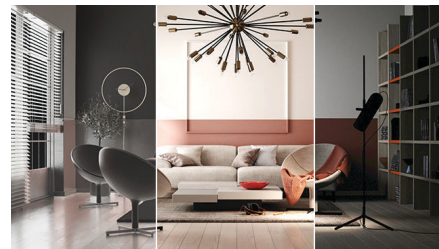
V-Ray Switch Material. Apply several materials to the same object and select the one you want at render time.



V-Ray Plugin Material & Texture. Load any texture or material that's available in V-Ray Standalone and render it in V-Ray Next.



NVIDIA AI Denoiser. Instantly remove noise while rendering. Based on AI-accelerated denoising technology by NVIDIA.



Denoised Render Elements. Denoise individual render elements for added control in compositing.

Introducing the next generation of rendering.

With Scene Intelligence, Adaptive Dome Light and faster GPU rendering, V-Ray Next for 3ds Max is smarter, faster and more powerful than ever.

We are Chaos Group — and rendering is our superpower. We create the computer graphics technology behind the best design, architecture and visual effects.

We can help you visualize anything imaginable.



3ds Max

Try V-Ray free for 30 days. Learn more at chaosgroup.com/3dsmax