



Maya

V-RAY NEXT FOR MAYA HAS LANDED

Take your renders to the Next level

# Smarter, faster, more powerful rendering than ever before.

V-Ray® Scene Intelligence, redesigned IPR & 2x faster GPU production rendering takes V-Ray for Maya to the Next level.

**V-Ray Next is our next-generation renderer for Maya.** Featuring Academy Award-winning ray-tracing technology, V-Ray Next for Maya is supercharged with robust new features to accelerate render times and workflows, enabling artists and studios to render their most challenging high-end animation and VFX projects yet.

Learn more at [chaosgroup.com/maya](https://chaosgroup.com/maya)

**Use V-Ray Next for Maya with Chaos Cloud.** Render scenes directly to the cloud with a push of a button. Learn more at [chaosgroup.com/cloud](https://chaosgroup.com/cloud)



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## WHAT'S NEW

### **New Adaptive Dome Light**

Accurate image-based environment lighting

### **Redesigned, faster IPR**

Get quicker feedback & continuous updates

### **AI Denoiser in viewport IPR**

NVIDIA AI Denoiser boosts interactive rendering

### **Debug shading/Isolate selected**

Quickly isolate selected textures & materials

### **2x faster GPU rendering**

Fast new GPU rendering architecture

### **GPU volume rendering**

Fast volumetric effects like smoke, fire & fog

### **GPU bucket rendering**

Adds support for Cryptomatte render elements

### **Physical hair material**

Realistic highlights plus new glint & glitter

### **Toon shader**

Create cartoon and cel-shading effects

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