v·ray | Modo

WHAT'S NEW IN V-RAY NEXT FOR MODO

April 2019

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PRODUCT DESCRIPTION

V-Ray for Modo is a highly accurate renderer, enabling Modo artists to predict and present their designs with the highest level of realism and reduce the need of physical prototypes. It seamlessly integrates production-proven rendering capabilities into Modo's native workflow. V-Ray also allows for a smooth transfer of assets between Modo and other applications such as 3ds Max and Maya enabling you to finalize your scenes in your preferred environment.

The latest version, V-Ray Next for Modo, introduces a number of performance optimizations, new materials and smart effects to help you work faster.

WHAT'S NEW

OPTIMIZE YOUR WORKFLOW

© Tharso Arrue

DESIGN MORE, CLICK LESS

Adaptive dome light. Faster, cleaner and more accurate image-based lighting using V-Ray Scene Intelligence. Removes the need to add Portal lights for interior scenes.

Improved lighting render elements. Improved lighting passes provide consistent, artifact-free results that are independent of light sampling as well as better support for the Adaptive Dome Light.

Lighting analysis tool. New Lighting Analysis render element helps to visualize the real-world illumination (Lux) values of any scene.

Physical hair material. Render more realistic-looking hair with accurate highlights and new glint and glitter controls.

Metalness. The V-Ray Material adds support for PBR shaders with new Metalness reflection controls.

GPU VRscans - VRscans are now compatible with V-Ray GPU for increased performance and flexibility.

RENDER FASTER

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MASSIVE SPEED BOOST IN V-RAY GPU

2x faster GPU rendering. Fast new GPU rendering architecture that now supports more high-end production features.

GPU volume rendering. V-Ray GPU now supports blazing fast rendering of volumetric effects like smoke, fire and fog.

GPU dispersion. Now available in V-Ray GPU, render highly accurate light refractions that split into their component colors.

GPU bucket rendering. Faster multi-GPU performance on workstations and distributed rendering, plus added support for Cryptomatte render elements.

AI denoiser in viewport IPR - With the new NVIDIA AI Denoiser, V-Ray delivers instant feedback with less noise. So you get cleaner images while you design. Windows only.

Denoised render elements - Denoise individual render elements for added control in compositing. Denoised elements seamlessly recompose into a denoised beauty pass.

SMARTER EFFECTS

© James Darknell

CREATE STUNNING ARTWORK WITH NEW POWERFUL EFFECTS

New lens effects. New glare and bloom lens effects have been fully redesigned to be faster and more accurate.

Rolling shutter. Emulate the warped motion blur effects common in digital video and cell phone cameras.

Toon shader. Easily create non-photorealistic, cartoon and cel-shading effects. Now with new options for advanced line control.

Enhanced color corrections. VFB color corrections (incl. Background and LUT) can be saved with the final render as raw .vrimg or OpenEXR files. LUT strength can also be controlled.

CHAOSGROUP