

Octane Render 2022.1 for 3DS Max 2018-2023 (Win)

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Octane Render 2022.1 for 3DS Max 2018-2023 (Win): OctaneRender® stands as the pioneering GPU render engine, setting new standards in rendering quality and speed. Developed by OTOY®, it leverages cutting-edge technologies such as NVIDIA RTX acceleration, layered materials, spectral random walk SSS and hair materials, Vectron™, Spectron™, OSL and procedural vertex displacement, and OSL shaders for volume textures.

How can we improve the quality and speed of rendering in 3DS Max?

You can use "Octane Render."

The introduction of NVIDIA RTX acceleration brings unprecedented render speed increases, particularly in complex scenes, thanks to multi-GPU support. Layered materials allow for the creation of complex material compositions with up to 8 layers, enhancing realism and flexibility in material design. The addition of spectral random walk SSS and hair materials enables the creation of lifelike skin and hair, enriching digital character rendering.

"Octane Render" Samples:

Vectron™ and Spectron™ modules introduce innovative procedural generation capabilities for scenes, volumes, and volumetric lighting effects. Additionally, OctaneRender® now supports OSL and procedural vertex displacement, offering robust displacement systems for rendering intricate surface details. OSL shaders for volume textures enhance the versatility of volume rendering, allowing for the use of textures for absorption, scattering, and emission effects.

Overall, OctaneRender® continues to push the boundaries of rendering technology, providing artists and designers with unparalleled tools to achieve stunning visual results efficiently and effectively.



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