Chaos - V-Ray v6.20.20 for Houdini 20.5 (Win)

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Chaos - V-Ray v6.20.20 for Houdini 20.5 (Win):

V-Ray for Houdini is a thorough GPU and CPU rendering software useful in developing attractive procedural effects in animation and advanced VFX.

V-Ray is built directly into Houdini Software, which allows it to accept and work with standard interfaces like USD, MaterialX, and ACEScg, permitting easy transitions between different DCC programs. V-Ray started with an Engineering Emmy and Academy Sci-Tech award, and it's now utilized in over three hundred TV series and film productions. It brings together speed, scalability, and creative control, enabling you to render intricate projects efficiently.

Rendering

- **V-Ray for Solaris:** This is a new generation of advanced workflow based on USD.
- **High-performance ray tracing:** For photorealistic visual effects.
- **Ocean rendering:** Simulated procedural ocean.
- **Volume rendering:** Increased effects for volumetric elements.
- **Multi-GPU rendering:** Increased output by using multiple GPUs.
- **Chaos Cloud rendering:** Simplified cloud rendering.
- **Progressive caustics:** Accurate light refraction.
- **ACEScg Color Management:** Color works are standardized.

Lighting

- **Adaptive Lights:** Automated adjustments that maximize performance in intricate scenes.
- **Global Illumination:** Simulating more realistic lighting movement.
- **Procedural clouds:** Animated sky simulation makes the clouds dynamic.
- **Custom Light Decay:** Advanced adjustments of light attenuation.
- **Atmospheric light contribution control:** Effects such as mist fog are controlled more accurately.

Materials

- **Material Stylesheets:** Automatic material assigning.
- **PBR Materials:** High-fidelity materials.
- **New translucent materials:** More realistic materials for semi-opaque surfaces.
- **Chaos Scans Material Library Support:** Materials that have already been scanned are ready to be used.
- **Thin Film and Sheen Layers:** The layer with reflection and texture is superior.

Textures

- **Stochastic Texture Tiling:** Eliminates texture repetition.
- **Randomized Textures:** Different variations on instances of the same objects.
- **Chaos Phoenix Foam Shader:** Shader has been built specifically for liquid simulation.
- **Dirt and Weathering:** Effects that bring realism by adding wear and tear.

Geometry

- **V-Ray Fur:** Fur generated procedurally.
- **V-Ray Decal:** Texture details can be added on thin fibrous surfaces without the hassle of UV mapping.

- **Instancing:** Flocking of large numbers of objects is rendered efficiently.
- **Alembic Support:** Handles complex animations smoothly.

Atmospheric & Volumetric Effects

- **Environment Fog:** Used to add depth to an environment.
- **Aerial Perspective:** Realistic simulation of atmospheric haze.
- **Volume Instancing:** Handles multiple volumetric elements.

Render Elements

- **Light Select Render Element:** Renders that allow lights to be operated on at any position in post-production.
- **Light Path Expressions:** Effects such as light variation can be altered using LPEs.
- **Custom AOVs:** Additional AOVs can be defined and altered for better and more drastic composition.

Post-Processing

- **Light Mix:** Changes to the lighting can be made while the item is rendered using the interactive tool.
- **Layer Compositor:** Complete composition can be done with the v-ray frame buffer using the Clip and Cape tools.
- **Masks:** Enhanced management of edits.

The Houdini version of V-Ray offers a comprehensive tool suite for optimally scalable photorealistic assets that includes lighting, shading, rendering, and post-processing alongside guaranteed creative freedom.

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