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Chaos V-Ray 7 Build v7.00.02 for Maya 2023 (Win)

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The world's most comprehensive rendering program for animations and visual effects.

For 3D artists that require a quick and flexible renderer, Chaos(r) V-Ray(r) is optimized for speed and explicitly designed for production. Whatever the project, V-Ray will deliver the best results when it counts.

Gfx plugin details of V-Ray for Maya

The product is a helpful tool, for more information about this post you can click on the home page link in the sidebar.
To search for similar products to V-Ray Advanced v6.00.03 for Maya 2019-2023 (WIN),

Emmy award-winning and Oscar Award-winning rendering.

V-Ray is a production-tested technology, and top studios worldwide have employed V-Ray to render more than 400 TV shows or feature-length films for over ten years. The V-Ray's ray-tracing technology won the Sci-Tech Academy Award for its contribution to the development of photorealistic visual effects. In 2021, VRay was honored by the Engineering Emmy for advancing the utilization of rendering that is fully ray-traced.

- Support for USD has been extended. USD support: Use natively with USD to exchange data with DCC tools. Edit and load large quantities of data in just a few minutes.
- ACEScg Color Management: ACEScg has been the latest standard in professional production for accurate color workflows. If ACEScg is turned on, V-Ray will automatically convert the shades of the textures, light temperatures, sun and sky, and so on. to the proper color space.
- GPU and CPU Rendering Highly-optimized rendering by GPU and CPU for the fastest combination of rendering and excellent image quality. V-Ray(r) GPU CUDA renders using CPUs and GPUs to maximize the hardware performance.
- Denoising: Cut down on render time by 50% using the VRay denoiser or the Nuke denoiser plug-in for post-production. Denoiser: The NVIDIA AI Denoiser is available for rendering and instantly produces the image with no noise using V-Ray IPR.
- Ready-to-render resources: Chaos Cosmos is a free library of high-quality VRay content that can help create your dream scenes. With a variety of high-resolution materials, stunning HDR environments, and models that are ready for rendering, such as trees, plants, and bushes, Chaos Cosmos is a fantastic source to help you with your project.
- Resumable Rendering: You can continue to render precisely where you left off or iteratively refine the quality.
- Debug Shading: renders individual textures and materials inside vast shading networks in IPR.
- V-Ray Profiler: Receive details on how long you spent calculating the shaders and volume of your scenes. Find all hot spots in your scene and optimize your pipelines to ensure an even faster rendering. Combine V-Ray Profiler with Memory Tracker; you now have everything to optimize and monitor your work.
- Memory Tracking: It's easier to improve your scene by using new reports on memory usage for objects and textures for V-Ray and V-Ray GPU.
- Distributed rendering: V-Ray can support rendering on multiple computers, using all machines to help you make more creative decisions quicker.
- Chaos Cloud: renders images directly onto the cloud by pushing a button.
- Automated Shading Sampling: VRay automatically detects the shading sample within the scene, which means you can focus more on creating your work, not having to worry about setting it up.
- Render Output: V-Ray can support multiple single-channel and multi-channel formats, including deep images.

What is V-Ray?

V-Ray Advanced for Maya offers advanced rendering capabilities, including global illumination, physically accurate materials, realistic lighting, and other features that help users create high-quality and photorealistic renders of their 3D scenes and

animations.

Integration: This version of V-Ray is integrated with Autodesk Maya, allowing Maya users to access V-Ray's rendering capabilities directly within the Maya interface. It enhances the rendering options available within Maya and is commonly used in the film, animation, and architectural visualization industries.