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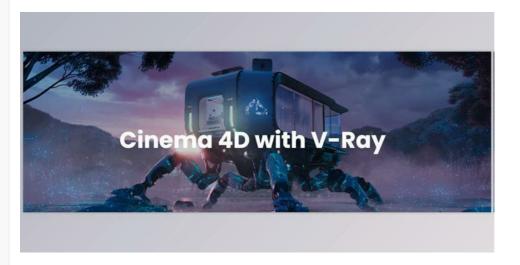
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Chaos V-Ray v7.0 for Cinema 4D 2023-2025 (Win)

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V-Ray for Cinema 4D is a specialized 3D rendering system that contains tools capable of facilitating photorealistic rendering for Cinema 4D artists and designers.

Artists can benefit from **V-Ray for Cinema 4D** in many ways, such as automated tools and devices, fast interactive rendering, cloud rendering, and superior-quality scalable images. Aside from a rendering tool, VRY is a set to construct complex 3D environments canvassed in layers and intelligent aid to team members, all combined in an interface of the Clnema 4D application. The latest of these is called **V-Ray 7 for C4D**. This has V-ray Gaussian splats, Al support for denoising, and V-ray Luminaires, which give the user more control over the lights. Clouds on top of 3D CAD scenes, complex building materials, and effective postproduction transformation have become less challenging with V-Ray for Cinema 4D, whilst the outcome remains impressive.

Gfx plugin details of Chaos V-Ray for Cinema 4D

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Rendering:

- GPU Production Rendering
- Interactive Rendering
- Al Denoising
- Fast Interactive Rendering
- GPU + CPU Rendering
- Distributed Rendering
- Chaos Cloud Access and Doman Lights
- Inserted Effects that are Ready to Render
- Additive Dome Lights and Particles
- Vay IRender nD
- OpenPBRO
- · ACEScg and MaterialX
- Enscape Compatability (Beta)

Lighting:

- Virtual Reality Luminaires and Aerial Perspective
- Enhanced Sun & Sky Models and Cameras
- Point & Shoot and Photorealistic Cameras
- Neglected Dome Light and Custom Light Decay
- Procedural Clouds
- Light Instancing

Materials:

- New Car Paint 2 and Virtual Reality Tooms
- Vray OSL with Chaos Scan Material Library
- Physical Hair Material and Metalness
- Transculence and Slim Film layer
- Coat and Sheen Layers



Textures:

- Improved V-Ray Dirt
- Native Support for Cinema 4D Noises
- Texture Randomization and Stochastic Tiling
- Blue-noise Sampling

Geometry:

- Chaos Scatter
- Vray Enmesh
- Vray Fur
- Vray Decal
- Vray Clipper

Volume Effects:

- Volume Rendering
- Aerial Perspective

Post Processing:

- Built-in Compositing
- Light Mixing
- Blur and Sharpen in VFB
- Pixel-perfect masks in the Vray Frame Buffer (VFB)
- Color Correction Presets



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