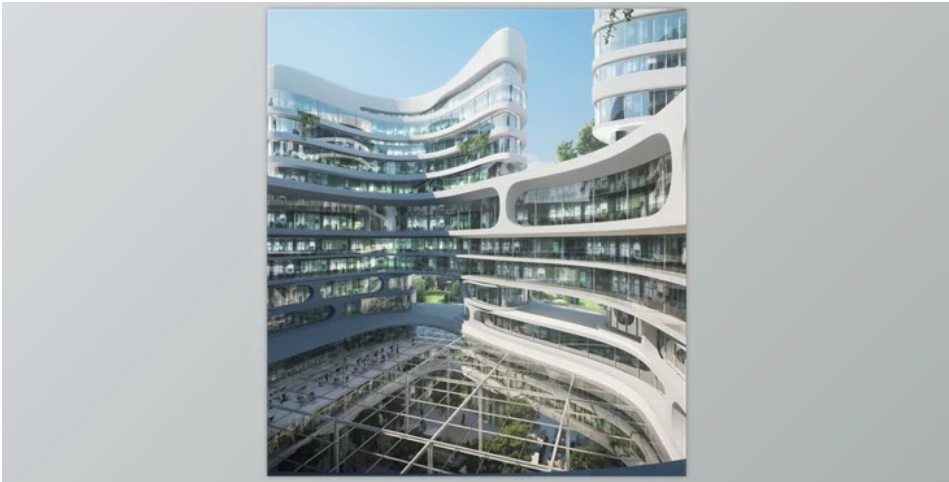# Chaos V-Ray v7.00.01 for Rhino (Win)

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Chaos V-Ray v7.00.01 for Rhino (Win): V-Ray(r) V-Ray(r) Rhino is a 3D rendering program that blends real-time and photoreal rendering into a complete set that includes visualization software. It has everything you need, from product design to architecture, to help bring your next design idea to life.

Gfx plugin details of Chaos V-Ray for Rhino (Win)

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V-Ray 6 enables you to benefit from powerful new ways to work with colleagues and clients. Bring an Enscape scene into V-Ray and let it transform into photorealism. Show off your work and receive feedback using the Chaos Cloud Collaboration. Customize your clouds and create amazing time-lapses using the newly developed procedural cloud technology. Create more intricate and real-looking materials in just two clicks. And much more.

V-Ray, as well as Enscape compatibility.

It is now possible to start any of your live Enscape images directly into V-Ray and keep developing your work to bring it to the top quality of photorealism. Your team can now enjoy an efficient and straightforward complete design process.

Experience the visualization in real time.

V-Ray Vision gives you a live, real-time view while you design your model, apply materials and illuminate the Rhino or Grasshopper designs. It lets you see your project in real time as you create it. You can also export the V-Ray Vision result for others to experience the same way you could in Rhino.

Make your dream a reality.

Rhino rendering with V-Ray is as authentic as possible with photorealistic lighting cameras, lights, and other materials. Be confident in your communication and collaboration with the assurance that your designs appear right.

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Beyond rendering.

New tools are available to help you refine and finish your renders without needing an additional app. Create composite render layers, apply adjustments to color, and immediately adjust lighting using the newly-designed V-Ray Frame Buffer.

Elevate your designs.

Select from intellectual assets with high-quality plant life vehicles, people, and furniture models. Offer your project an actual context. The new Chaos(r) Cosmos asset browser allows you to add 3D render-ready assets in the Rhino scene easily.

Complete and seamless Grasshopper integration.

Imagine your designs with parametric parameters the at the moment. V-Ray for Grasshopper is compatible with V-Ray integration for Rhino and comes with a set of nodes for VRay's geometry and lighting materials, rendering, and animation.

- **Enscape compatibility -** Transfer your real-time images from Enscape and boost them to the highest levels of photorealism. V-Ray is compatible with Enscape materials. Keywords for materials as well as light sources and compatible assets.
- **GPU, CPU, and Hybrid rendering -** V-Ray has two powerful rendering engines. You can select between the super-fast GPU and CPU or Hybrid rendering options to fit your project's needs best.
- **Smart 3D assets -** Our integrated library of assets, Chaos Cosmos, enables users to search and add render-ready objects, materials, and HDRI clouds to their scenes right using the toolbar of V-Ray. Cosmos assets have automatic LODs with precise scales and can be used with Rhino, 3ds Max, SketchUp, and Revit.
- **Real-time rendering -** V-Ray Vision gives the power to create and refine your designs in real-time to anyone working with Rhino and Grasshopper. You can look at a live perspective of your scene, your cameras, and lights and then apply the materials. You can also enhance your concept by using Chaos Vantage Live Link and exploring the most complicated scene using real-time ray traces.
- **Denoiser -** Eliminate noise and dramatically reduce rendering time. Utilize the V-Ray Denoiser to remove noise from each render element during post-production. It's NVIDIA AI Denoiser and Intel Open Image Denoise deliver instant feedback free of noise in V-Ray IPR.
- **Interactive rendering -** You can render while you work and see the results immediately while you tweak lights, cameras, and materials. You can also view the denoised image as you render within Rhino viewport. Rhino viewport.
- **Resumable rendering -** Stop rendering your production and continue where you were without starting over.
- **Render Elements - Image editing software can render separate layers** for greater artistic control.
- **V-Ray Swarm -** Create stunning rendering with the maximum power with V-Ray's simple and flexible distributed rendering.
- **Animations -** V-Ray for Rhino allows turning tables, light studies, and fly-through animations to render the best way to use it.
- **Line rendering -** Apply contours to the entire scene or an individual shader with one click. You can easily tweak the controls to achieve the look you want.
- **Chaos Cloud Rendering -** A rendering of your images on the Cloud is just a single click away. Automating batch renders, snapshots, and batch renderings. V-Ray Batch makes it simple to render snapshots created from the same project or views taken from several Rhino files simultaneously.
- **Viewport rendering -** An overlay that sits on the viewport of Rhino. It's rendered in real-time, and if changes to the scene occur, it updates the result rendered.