



SolidRocks v2.8.0 for 3ds Max 2013 – 2024

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SolidRocks v2.8.0 for 3ds Max 2013 – 2024: SolidRocks fully automatizes the difficult setting of V-Ray.

Professional rendering in V-Ray has never been easier.

Reduce the stress of your V-Ray :

- Cut render times to up to 3 minutes.
- Animation Wizards
- Instant 1-click setup

Gfx plugin details of SolidRocks

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 SolidRocks,

- compatible With **V-Ray (hotfix 2)**
- It is compatible with **3dsMAX 2023**
- handles the 2 V-Ray NEXT engines: Adv as well as GPU (Hybrid)! With a **single click**, you can **change** between the two flavors of Vray-NEXT.
- Bucket or progressive mode in a one-click
- Presets optimized for the two engines (editable by using the editor for presets) with higher-quality production settings.
- **IPR** button that works for both engines
- New **gamma workflow** matching modern workflows
- The new features in V-Ray are activated to give you **all-powerful operation** :(VBAA, Autopilot, Dyn Thr, Srgb VFB, and Gi Caustics)

What is SolidRocks?

SolidRocks is a popular third-party plugin for Autodesk 3ds Max, a professional 3D modeling, animation, and rendering software. SolidRocks is designed to enhance the rendering workflow in 3ds Max by automating and optimizing the process of setting up rendering parameters for the V-Ray renderer. The version you mentioned, indicates that the plugin is compatible with various versions of 3ds Max from 2013 to 2023 and is designed to work with the V-Ray rendering engine



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