

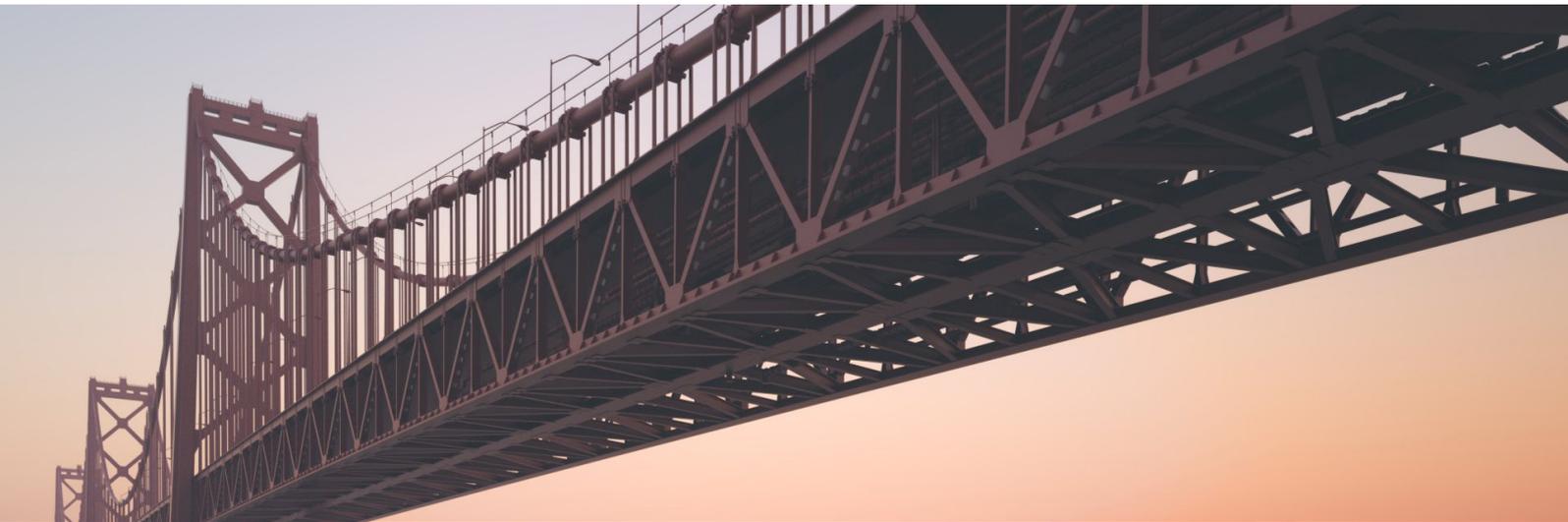
V-Ray GPU

V-Ray GPU is a full-featured 3D GPU rendering software that delivers fast, photorealistic results and instant feedback while you work.

Maximize your hardware

Unlike other renderers, V-Ray GPU maximizes interactive performance by using all of your GPUs and/or CPUs – and delivers identical results.

What about my CPU render farm? No problem. Take advantage of GPU speeds on your local workstation and then render on CPUs in your render farm knowing you'll get the same quality regardless of hardware configurations.



New in V-Ray GPU Next

2x faster GPU rendering

V-Ray GPU Next doubles the GPU rendering performance of V-Ray 3.6

Adaptive Dome Light

Get 2x faster render speeds with the new Adaptive Dome Light for image-based lighting.

Interactive renderer with AI denoiser

Get instant feedback on lighting, materials and the overall look of your scene with the new AI Denoiser.

Smart UI

The new contextual UI automatically adapts to your V-Ray GPU workflow. Currently available in 3ds Max and Maya.

Volume Rendering

Render 3D volumetric effects like smoke, fire and fog faster than ever with GPU acceleration.



V-Ray GPU Key Features

GPU+CPU Rendering

V-Ray GPU renders on both CPUs and NVIDIA GPUs with the exact same results.

Adaptive Lights

Using V-Ray Scene Intelligence, Adaptive Lights can boost render speeds by up to 7x.

On-Demand Mip-Mapped Textures

Render large scenes using less GPU memory for texture maps.

Forest Pack Support

Render incredibly detailed scenes by taking advantage of Forest Pack's powerful scattering toolset.

Forest Colour Support

Add realism and colour variation to your scene with Forest Pack's unique Forest Colour maps.

Purchase Forest Pack [here](#).

Aerial Perspective

Fast, simple fog to add atmosphere and depth in any scene.

Light Directionality

Precise control over the focus and spread of area lights.

Colour to Bump Map

Use any texture map – including procedural textures – as a bump map with the Colour to Bump node.

Bercon Noise

Popular third-party shader for creating procedural noise with fine control.

Stochastic Flakes

Create perfect-looking car paints with procedural metallic flakes. Works great for snow and sand, too.

Displacement & Hair

Render those extra fine details in your scene with realistic hair and displacement.

Procedural V-Ray Fur

Quickly add procedural hair, fur and grass to any scene.

Matte Shadow Catcher

Render an object's shadow and composite it seamlessly into the background.

V-Ray Clipper

Easily create cutaways and section views with full control over materials and lighting effects.

Low GPU Thread Priority

Set your GPU device to low thread priority so you can keep working in the viewport while you render.

Render Elements

Render a wide range of beauty, utility and matte passes for better artistic and technical control in compositing.

NVIDIA NVLink™

Full support for NVIDIA NVLink, a high-bandwidth interconnect that shares video memory between graphics cards.

Multi-GPU Support

V-Ray GPU supports as many GPUs as your system recognizes for ultrafast workflows.

Identical CPU Results

V-Ray GPU produces the same result on CPUs, allowing you to leverage local or cloud networks with ease.