

V-Ray for Unreal

With V-Ray for Unreal you get the best of both worlds – real-time & ray tracing.

The fastest, simplest way for you to:

- 1. Bring V-Ray scenes into real-time**
- 2. Render ray traced images directly from Unreal**

You can now bring V-Ray scenes from 3ds Max, Maya, SketchUp and Rhino directly into the Unreal Editor.

For the first time, you can render ray-traced, photorealistic images with V-Ray directly from Unreal.



New in V-Ray for Unreal

Viewport Rendering

Render interactively while you design. Fine-tune lights and materials and instantly view results directly in the Unreal viewport. In addition, you could see Unreal post-process operations like the filmic tone-mapping in the final V-Ray result.

Support for Native Materials

Render and bake any scenes created with V-Ray and/or Unreal native materials. No matter whether you use Datasmith or V-Ray to import your content assets to Unreal you can enjoy the fully ray-traced quality of V-Ray in Unreal.

Memory and Speed Optimizations

This update features efficient memory handling allowing you to work with large data sets, and heavy scenes comprised of millions of polygons. Take advantage of a much faster light baking, without compromising on V-Ray's superior quality.



V-Ray for Unreal Key Features

Physical Materials & Translation

Automatically converts V-Ray materials to approximate Unreal materials. Original V-Ray materials are used when rendering.

V-Ray Light Baking

Bake your ray-traced lighting with V-Ray for the highest quality real-time illumination.

Supports static objects.

Accurate Lighting

Render your Unreal scenes with physically accurate, ray-traced lighting from V-Ray.

Global Illumination

Render realistic bounced light using V-Ray's Brute force and proprietary Light cache global illumination.

GPU+CPU Rendering

Render on all your hardware – with support for CPUs, NVIDIA GPUs, or a combination of both.

[Learn more about V-Ray GPU >](#)

Rendering Animation

Render sequences from the Unreal Sequence Editor to create V-Ray-quality, ray-traced animated cinematics.

To render deforming objects, use animated V-Ray Proxy objects.

Distributed Rendering

Leverage the power of multiple machines working together to speed up rendering and light baking.

Render Elements

Supports a wide range of render elements for better control in compositing.

V-Ray Proxy Support

Load high-resolution assets at render time using memory-efficient V-Ray Proxy objects.

Unreal Foliage Support

Compatible with Unreal's native foliage system for rendering large environments and landscapes.

Currently supports static foliage.