

VRscans

The world's most realistic rendered materials.

1000+ photoreal materials for your 3D projects.



VRscans Key Features

GPU Support

VRscans are now compatible with V-Ray GPU for increased performance and flexibility.

Volumetric Translucency

VRscans materials can now capture translucency in volumetric materials with varying thickness.

Incredibly Photoreal

VRscans uses high-quality hardware to capture the material's texture in exceptional quality. No loss of detail, fidelity, or color.

Physically Accurate

VRscans are created from thousands of images, capturing a material's bidirectional texture function (BTF), recreating a material's true surface appearance and response to light.

Render Elements

VRscans now support separation into several render elements: clear coat reflections, direct light, indirect lighting by spawned rays, opacity and received caustics stored.

Triplannar Mapping

VRscans materials can now be applied by proprietary triplannar mapping, which removes the need for explicit UV mapping.

Easy to Use

VRscans require no prior material-building knowledge, or use of reference materials.

Seamlessly Tileable

VRscans materials repeat without joins.

Customizable

Fine-tune the appearance of materials directly in Max or Maya.

Built for V-Ray

Render with V-Ray directly from your preferred content creation platform. Now available in 3ds Max, Maya, SketchUp, Rhino, Revit, Modo and Houdini.

Physical Materials

Render a wide variety of physical materials including plastic, leather, stone, metal, wood, and fabric.

Car Paints

Simulate the look of highly-detailed car paint, complete with orange peel and clear coat.

Reflective & Holographic Materials

Render complex reflective and holographic surfaces.

Translucent Materials

The industry's first technology capable of scanning & rendering translucent materials.

