

EXCEPTIONAL
INTERACTIVE
EXPERIENCE



V-Ray RT for Autodesk®3dsmax® is available since June 1st, 2009.

Overview

Created with the busy and rigorous 3D artist in mind, this topnotch raytracing technology allows immediate interaction between the user and the virtual environment. **V-Ray RT** follows the user's actions while working on the scene and automatically and progressively generates a photorealistic preview of the scene. Designed to improve and fasten the artist's work on the Texturing and Lightening stage.

General

The **V-Ray RT** interactive rendering system has many advanced features; here only some of them are listed. Note that all features are subject to change without special notice.

Currently it is CPU-based. Does NOT require special graphics cards

Currently the **V-Ray RT** technology is based on CPUs - it does **NOT** require any special or expensive graphics cards. All **V-Ray RT** needs is CPUs. As usual - we will use ALL of your CPUs and cores at no extra license cost. However, the **V-Ray RT** architecture is very robust and if needed - it can seamlessly be implemented to allow new hardware acceleration technologies in the future.

Distributed rendering

V-Ray RT supports distributed rendering across multiple machines in the local network.

Integration with 3ds Max

V-Ray RT is an ActiveShade renderer in 3ds Max, separate from the production V-Ray renderer. V-Ray RT does not introduce new plugins other than the interactive renderer itself. Instead, the existing 3ds Max and V-Ray materials, textures, lights, cameras etc. are used.

V-Ray RT consists of two major components:

- V-Ray RT interactive renderer in 3ds Max;
- One or more V-Ray RT render servers.

V-Ray RT performs the actual rendering outside of 3ds Max itself, with the help of the V-Ray RT render server(s), which can run either locally on the same machine, or on other machine(s) in the local network. The renderer

plugin in 3ds Max only relays the scene changes to the render servers and displays the final result.

Interactivity

A major feature of [V-Ray RT](#) is its ability to track changes to the scene performed by the user and automatically update the ActiveShade preview. The following scene changes are supported:

- Create/delete objects (geometry, lights, cameras, etc.);
- Modify object parameters;
- Move/rotate/scale objects;
- Apply/remove/edit object modifiers;
- Hide/unhide objects;
- Apply materials on objects;
- Modify material properties like textures, colors etc;
- Modify light properties (like position, color, etc.)
- Animation of cameras, objects, lights and materials (scrubbing the time slider);
- Render settings change;
- Camera/view orientation change;
- Modify camera/view parameters;
- Environment change (color, texture etc).

Geometry

The following geometric objects are supported by [V-Ray RT](#)

- Triangle meshes;
- All other primitives that are convertible to triangle meshes (NURBS surfaces, patches, etc.);
- V-RayPlane objects.

Materials

The following materials are supported by [V-Ray RT](#)

- V-Ray materials: V-RayMtl, V-RayBlendMtl, V-RayOverrideMtl, V-RayLightMtl and V-Ray2SidedMtl;
- 3ds Max materials: Multi/sub-object, Standard, Shellac and Blend;
- V-RayWrapperMtl material is only partially supported.

Textures

The following textures are supported by [V-Ray RT](#)

- Bitmap textures: PNG, BMP, TGA, JPG, EXR, HDR, SGI, PIC and TIFF file formats;
- Procedural textures: Checker, Noise, Falloff, Speckle, Cellular, Gradient Ramp, Tiles etc;
- Utility textures: Output, Normal bump, Mix, Mask, RGB Multiply, RGB Tint etc;
- V-Ray textures: V-RayColor, V-RayCompTex, V-RayEdgesTex, V-RayHDRI, V-RaySky and V-RayBmpFilter;
- 3rd party textures: the [ColorCorrect](#) texture is partially supported (the Gamma and Source parameters).

Illumination

The following methods for illumination are supported by [V-Ray RT](#)

- Indirect (global) illumination:
 - Progressive path tracing as global illumination solution.
- Direct illumination:
 - Standard lights: Spot, Omni and Direct;
 - V-RayShadow shadow type for hard and soft shadows;
 - Photometric lights;
 - V-Ray lights: V-RayLight (Plane, Sphere and Dome types), V-RaySun and V-RayIES.
- Environment illumination and image-based lighting (IBL):
 - Either through GI or
 - with a V-RayLight in Dome mode with a texture map.

Shading

The following shading effects are supported by [V-Ray RT](#)

- Diffuse materials;
- Bump and normal mapping;
- Transparency;
- Clear reflections and refractions;
- Blurry reflections/refractions:
 - Phong, Blinn and Ward reflection models;
 - Anisotropy;
- Absorption (fog) for refractive materials;
- Layered materials;
- Two-sided (translucent) materials;
- Self-illuminated materials.

Camera effects

[V-Ray RT](#) supports the following camera types and camera effects

- Camera types:
 - Perspective views;
 - Standard cameras;
 - V-RayPhysicalCamera.
- Camera effects:
 - Depth-of-field with bokeh effects;
 - Exposure settings and vignetting.
 - Camera distortion

Animation

[V-Ray RT](#) supports and reacts to the following animation types

- Camera animation;
- Object animation (move/rotate/scale; deformations);
- Material animation;
- Lights animation.

Render settings from V-Ray Production

V-Ray RT takes some of the render settings from the production V-Ray renderer, if present:

- Color mapping;
- Override material;
- Camera settings for depth of field (when using perspective views or standard cameras);
- Environment overrides.

Suggested end-user Price (does not include any local taxes):

European Countries: **EUR 499(price does not include VAT)**

SPECIAL OFFER

For a limited time only, during the **V-Ray RT** promotion stage, all users will be able to experience the speed and interactivity of our new product at the special prices below:

European Countries: **EUR 249(price does not include VAT)**

Trial/Demo download

The trial build will be available as soon as the official version comes out. Please bear in mind that in order to use **V-Ray RT**, a current installation of V-Ray 1.50.sp3 or later is required.

Licensing

In order to take advantage of the rendering capabilities of **V-Ray RT**, the user must have a working installation of V-Ray 1.50.SP3 or later. The existing V-Ray dongle can be reprogrammed to contain the extra **V-Ray RT** licenses, or a separate dongle for **V-Ray RT** can be obtained.

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How to purchase and/or obtain a demo version

You can contact **ApliCAD** (V-Ray official distributor in Spain) by email at comercial@aplicad.com and/or by phone at +34 963134035

You can also find this announcement at www.aplicad.com



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