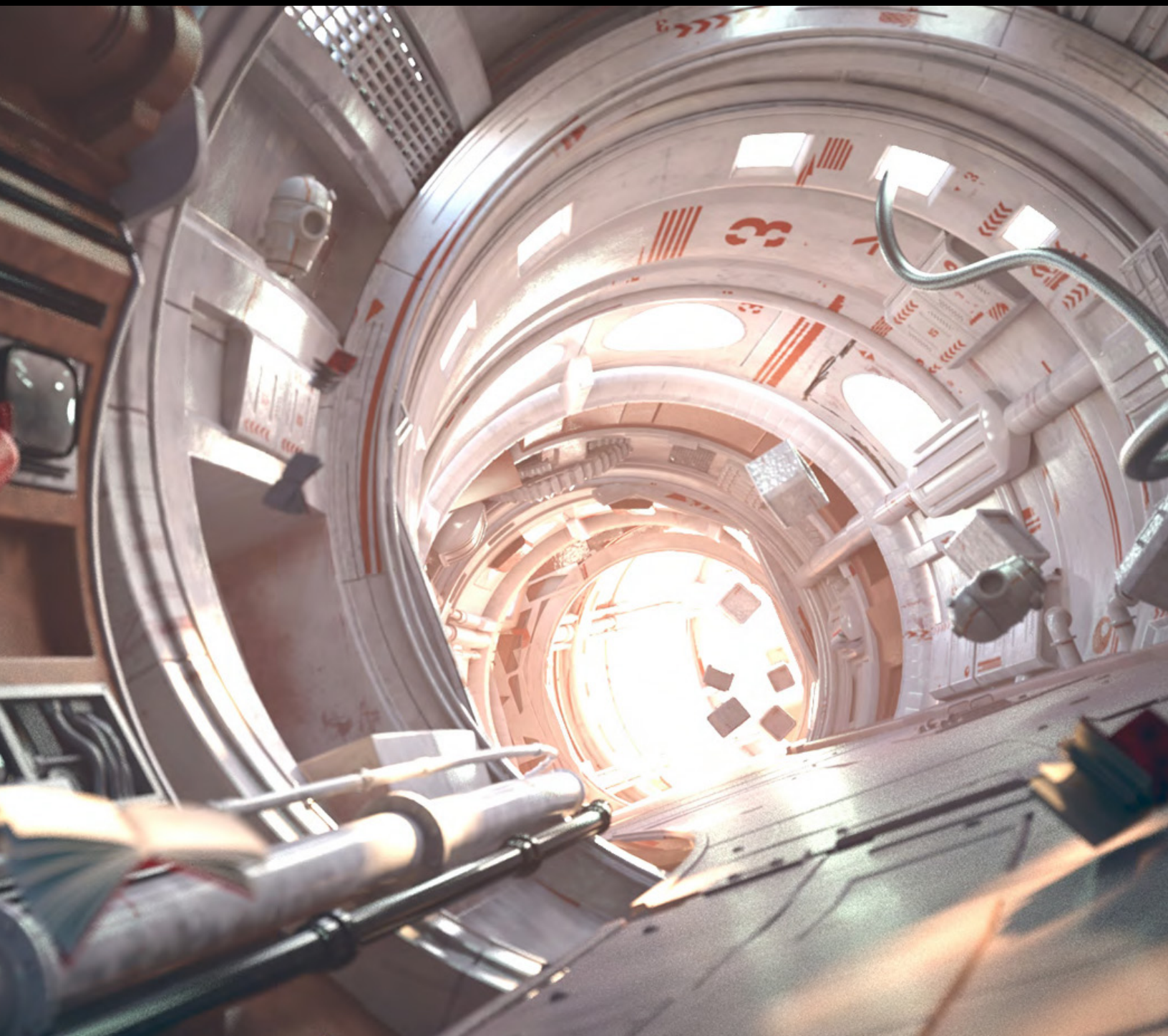




Nuke

## V-RAY NEXT FOR NUKE

March 2019





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## CONTENTS

**p1** PRODUCT DESCRIPTION  
KEY DIFFERENTIATORS  
KEY FEATURES

**p2** KEY FEATURES  
LICENSING POLICY  
**p3** PRICING

## WEB RESOURCES

Help Index  
Youtube V-Ray Tutorials  
Amazing Support  
News and Everything V-Ray

[docs.chaosgroup.com/display/VRAYNUKE](https://docs.chaosgroup.com/display/VRAYNUKE)  
<https://goo.gl/xftYby>  
[support@chaosgroup.com](mailto:support@chaosgroup.com)  
[chaosgroup.com](https://chaosgroup.com)



## PRODUCT DESCRIPTION

V-Ray for Nuke's approach to lighting and compositing integrates production-quality ray traced rendering into Nuke and Nukex. V-Ray's industry standard ray traced renderer inside Nuke's industry standard compositing package gives artists the best of both worlds.

## KEY DIFFERENTIATORS

**Quality.** Top artists and studios use V-Ray every day to render world-class imagery and visual effects.

**Power.** V-Ray adds production proven lighting, shading and rendering capabilities to Nuke's powerful compositing toolset.

**Speed.** Make look development decisions on the fly and save time. Render directly in post and output final frames more quickly.

**Creative control.** V-Ray for Nuke gives you full control over lighting, shadows, reflections and more – without the need to send it back to 3D.

**Smart integration.** V-Ray fits seamlessly into Nuke's native node-based workflow.

**An industry standard.** V-Ray's Academy Award winning ray traced renderer in Nuke's industry standard compositing application gives artists the best of both worlds.

## KEY FEATURES

**Progressive rendering.** Progressive rendering to help you fine-tune the look of your renders faster than ever. As you make adjustments to your scene, your rendering will update automatically, taking full advantage of your hardware – including GPU-acceleration.

**Powerful Ray Traced Rendering.** V-Ray for Nuke brings powerful adaptive ray traced rendering to any compositing pipeline. It's the most full-featured rendering solution for Nuke, NukeX and Nuke Studio.

**Node-Based Integration.** With a full suite of advanced rendering tools and support for Nuke's native features, V-Ray for Nuke is a natural evolution of the compositing workflow.

**New hair workflows.** For the first time, render complete 3D creatures and characters directly in Nuke. Import hair geometry using V-Ray proxy objects, and assign V-Ray Hair material for optimized shading. For even more control, use the new V-Ray Hair Sampler node with the V-Ray Ramp texture to add randomization and color variation.

**Proxy Objects.** Import and render memory-efficient proxy objects as Alembic or V-Ray mesh files.

**Instancing with particles.** Instance V-Ray proxy objects using Nuke particles.

**V-Ray Volume Grid.** Import and render volume simulations from applications like Houdini. Supports OpenVDB, Field3D and Phoenix FD files.



**Accurate Lighting.** Simulate realistic ray traced lighting and shadows with a wide range of light types including spot lights, area lights, HDR environments, Nuke lights and more.

**Global Illumination.** Render accurate indirect illumination with V-Ray's precise ray traced GI. Now with light cache support.

**Physically-Based Materials.** Create multilayered physical materials directly in Nuke. Choose from purpose-built shaders for car paint, SSS, skin and more.

**Production-Ready Textures.** Choose from a number of production-ready texture types including tiled EXR & TX files, layered textures, ambient occlusion and procedural noise.

**Cameras.** Select from a variety of camera types including physical cameras, VR panoramas and Nuke projection cameras.

**VR Cameras.** Render to popular VR formats including spherical and cubic 6x1 panoramas.

**Geometry.** Import Alembic, FBX and OBJ geometry with Nuke's built-in ReadGeo node.

**Deep Rendering.** Improved deep rendering capabilities with support for deep volumes. Save disk space by generating deep data directly inside Nuke.

**Render Elements.** Generate beauty, matte and utility passes on the fly. V-Ray for Nuke includes more than 37 built-in render elements for ultimate control.

**Full Light Select Render Element.** Render individual or groups of lights as separate render elements, and accurately light mix in post with full support for global illumination, reflections and refractions.

**Cryptomatte.** Automatically generate ID mattes with support for transparency, depth of field and motion blur, speeding up workflows for compositors.

**V-Ray Scene Node.** Import and render animated V-Ray scene (.vrscene) files.

**V-Ray Translator Node.** Use the full power of V-Ray Standalone, including distributed rendering.

**V-Ray Denoiser.** Automatically reduce noise for cleaner renders. Denoise individual render elements, apply noise masks and denoise final deep composites.

## LICENSING POLICY

V-Ray Next Workstation for Nuke license includes 1 GUI and 1 Render Node license.

V-Ray 3 Workstation for Nuke licenses will work with V-Ray Next Render Node licenses, so clients who use V-Ray 3 for Nuke (or other platforms) can render with V-Ray Next Render node licenses.



## PRICING

<b>Perpetual</b>	<b>USD</b>	<b>EUR</b>	<b>GBP</b>
V-Ray Next Workstation for Nuke	\$ 1,180	€ 850	£ 730

<b>Rentals</b>	<b>USD</b>	<b>EUR</b>	<b>GBP</b>
Annual Rental V-Ray Next Workstation for Nuke	\$ 470	€ 340	£ 290
Monthly Rental V-Ray Next Workstation for Nuke	\$ 80	€ 60	£ 50

For any questions or to request additional materials, please contact your Channel Manager or send us an email at [sales@chaosgroup.com](mailto:sales@chaosgroup.com).

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