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V-Ray

V-Ray for Blender

Frequently asked questions

June 2025

Product overview

What is V-Ray for Blender?

V-Ray brings Emmy® and Academy Award®-winning rendering to the Blender community, backed by over 20 years of production history. Trusted by top studios around the world, it has been used to create jaw-dropping visuals for hundreds of blockbuster films, TV series, high-end commercials, and visualizations. Available across all major DCCs in the traditional 3D pipeline, V-Ray is an offline raytracer that delivers physically accurate results out of the box and sets the industry standard for realistic rendering.

Whether an independent artist aiming for the highest quality in Blender or part of a production team relying on a connected pipeline, V-Ray delivers. From beginners to seasoned professionals, it provides access to the same professional-grade software trusted by leading studios worldwide.

V-Ray for Blender is the renderer that does it all, regardless of the industry, project size, or artistic style. From quick design tasks to complex, large-scale productions, it scales with the available hardware and supports artists' creative vision, helping them deliver stunning stills and animations with confidence. Designed to feel right at home in Blender, it makes it easy to produce lifelike, professional-quality results fast, without the need for complex setups.

Why are we launching it?

We're launching V-Ray for Blender in response to long-standing community demand and Blender's growing popularity in professional pipelines. As more artists and studios adopt Blender, this integration helps retain existing V-Ray users transitioning from traditional DCCs like 3ds Max, Maya, or Cinema 4D, while also welcoming a fast-growing creative community. It enables Blender to fit into V-Ray-based studio pipelines, supporting cross-DCC workflows and streamlining data transfer. Most importantly, it makes industry-standard rendering more accessible to the next generation of 3D artists.

How does the new V-Ray for Blender differ from the legacy plug-in?

We're releasing a completely new integration, developed from the ground up. This integration is not related in any way with the legacy plug-in from several years ago, which used to export Blender scenes to a .vrscene file to then render with V-Ray Standalone and was limited to the specific Blender version it came packaged with. What's being introduced now is a full-fledged, fully integrated rendering solution.

What V-Ray version is V-Ray for Blender using?

V-Ray for Blender is built on the V-Ray 7 core, bringing the latest rendering technology to Blender. While not all V-Ray 7 features will be available at launch, some are already included, and others are planned for future updates. Users are encouraged to help shape the roadmap by submitting and voting on feature requests through the V-Ray Ideas Portal.

Target audience

Who is V-Ray for Blender for?

V-Ray for Blender is ideal for artists and small teams who complete their rendering inside Blender, particularly those doing commercial work, who need a more professional solution than the built-in renderer. It's also a great fit for artists working in studios that already use V-Ray and rely on Blender for modeling or asset preparation, as well as existing Chaos users transitioning to Blender. Additionally, it supports students and educators using Blender as an entry point into 3D, providing access to industry-standard, professional-grade tools.

Why would a Blender user purchase V-Ray? What are they looking for?

Rendering quality and realism are top priorities for Blender users, and one of the biggest challenges when relying on the free, built-in renderer. V-Ray delivers superior results, making it the go-to choice for professionals seeking a reliable, production-proven solution within Blender.

Product value

What are the benefits of using a commercial renderer inside Blender?

Using a commercial renderer like V-Ray inside Blender gives users access to official support, product documentation, and learning resources, all included with the license. It also ensures a predictable update cycle, greater software stability, and the confidence of working with a production-proven tool backed by a dedicated team. Features are added as part of a long-term development strategy, ensuring consistency across versions and minimizing workflow disruptions or compatibility issues.

Does Chaos offer real-time rendering similar to Eevee?

Yes. **Chaos Vantage** is Chaos' real-time renderer that allows users to explore their scenes in full ray-traced quality. It offers a richer feature set compared to Eevee. However, it is not yet fully integrated with Blender. Vantage excels in cross-platform interoperability and supports .vrscene files, enabling real-time workflows across major DCCs such as 3ds Max, Maya, Cinema 4D, and Houdini. In addition, **V-Ray's interactive rendering**, paired with AI denoising, delivers a near real-time experience directly within Blender.

How does it compare to other V-Ray integrations?

V-Ray for Blender uses the **same core rendering technology** as all other V-Ray integrations and is built on the **latest V-Ray version**. However, it is a **brand-new integration**, and this first commercial release includes all the **essential features** for rendering stills and animations. It does not offer the complete V-Ray feature set available in more mature integrations like V-Ray for 3ds Max or Maya yet. For a detailed overview, refer to the **V-Ray for Blender – Key Feature Comparison vs. Mature Integrations** document. It is also the **only V-Ray integration offered as a standalone product**.

What are V-Ray's key selling points?

- **Superior quality and realism**, powered by award-winning ray tracing technology. With physically accurate lights, materials, and cameras, V-Ray delivers first-class, photorealistic results without complicated setups.
- **Production-proven and trusted by the industry's best**, V-Ray is a renderer backed by over 20 years of production history, used by top studios to create jaw-dropping visuals for blockbuster films, TV series, high-end commercials, and visualizations.
- **Ready to scale** and take on the biggest challenges in production, delivering the speed and reliability needed for any project, regardless of industry, scale, or style. It's optimized for heavy scenes, handling dense geometry and complex lighting setups with ease, and scales efficiently across different hardware configurations.
- **Built to serve the imagination**, V-Ray gives users the flexibility to fine-tune every parameter or rely on universal defaults. It adapts to a variety of creative needs, enabling accurate recreation of any material, light, or effect with a rich feature set.
- **Artist-friendly workflows**, allowing lets users to complete all their work within Blender without switching tools or disrupting creative flow. With built-in post-processing, cloud rendering and collaboration, and access to a free, high-quality asset library, V-Ray saves time, cuts costs, and keeps creativity uninterrupted.
- **Pipeline-friendly renderer** that works across all major DCCs and makes it easy to connect Blender to the broader V-Ray ecosystem, allowing studios to integrate Blender more seamlessly into existing pipelines for modeling and asset creation, without the need to recreate assets.

How does it compare to the alternatives?

V-Ray for Blender delivers higher-quality and more realistic results faster and with less effort than Cycles, making it a strong upgrade for artists aiming for professional-level output. Compared to other commercial renderers available for Blender, V-Ray offers production-grade quality at a more affordable price and is also the only renderer with pricing specifically tailored for the Blender audience.

V-Ray stands out as the only truly scalable renderer across different hardware configurations and handles complex scenes with ease. It's the renderer that does it all, shipping with built-in cloud rendering and collaboration tools, powerful post-processing capabilities, and access to over 5,500 free, high-quality, render-ready assets through Chaos Cosmos. While it is not optimized for stylized toon rendering, V-Ray remains the most complete and production-proven solution available to Blender users today.

Why is V-Ray for Blender missing features compared to other integrations?

As a brand-new product and integration built from the ground up, V-Ray for Blender may not yet include all the features available in other V-Ray integrations. If there's a specific feature a customer would like to see added, please point them to the V-Ray Ideas Portal. This allows us to gather feedback, open suggestions for voting, and prioritize future updates based on user input.

Can Cycles materials work with V-Ray for Blender?

Yes. V-Ray for Blender includes **initial support for Blender's Principled BSDF**, allowing users to start rendering their Cycles-based projects right away without rebuilding materials from scratch. They can re-render existing scenes with V-Ray to explore its capabilities while keeping their workflow uninterrupted. A **Cycles-to-V-Ray material conversion tool** is also coming soon. It will allow users to **automatically convert existing Cycles materials** into native V-Ray materials, making it even easier to bring their material libraries into V-Ray.

Pricing & licensing

When will V-Ray for Blender be available?

V-Ray for Blender will be released on **July 1**, **2025**.

How is V-Ray for Blender licensed?

V-Ray for Blender will be available exclusively as a **named-user license**. This type of license is assigned to a specific individual and linked to their Chaos account. It allows the user to install the software on multiple devices and access it from anywhere, though only one session can be active at a time. Licenses can be reassigned by an admin at any time through the Chaos license management portal.

What are the available purchase options?

V-Ray for Blender will be available as a **separate Blender-only version of V-Ray** at a reduced price compared to V-Ray Solo. It will be sold as a named-user license only, with monthly or annual subscription options. It's the only standalone V-Ray product, and it offers the most affordable way to get started with V-Ray.

In addition to the standalone option, **V-Ray for Blender will also be included in all V-Ray commercial and educational suites**, including V-Ray Solo, Premium, M&E and ArchViz Collections, and V-Ray Education at no additional cost. Existing customers on these plans will automatically gain access.

Will V-Ray for Blender be available through the partner channel?

Yes, the V-Ray for Blender standalone SKU will be available to partners, just like any other Chaos product. Partners will be able to sell V-Ray for Blender both as a standalone license and as part of the V-Ray suites.

What will V-Ray for Blender cost?

V-Ray for Blender will be sold as a named-user license only at the following prices:

Monthly: $33 / €29

Annual: $199 / €176 ($17 / €15 per month, billed annually)

Will there be a special V-Ray for Blender educational offering?

No, there will not be a separate educational offering. V-Ray for Blender will be included in the existing V-Ray Education subscription, which is more affordable than the standalone commercial license, making it even more accessible for students, educators, and academic institutions.

What will be the margin for partners?

The V-Ray for Blender standalone product will follow Chaos' standard partner margin tier-based structure:

- **Silver partners** receive a 10% margin
- **Gold partners** receive a 25% margin
- **Platinum partners** receive a 35% margin

Can customers upgrade from V-Ray for Blender standalone to a higher-tier suite product?

Yes. Customers can upgrade from **V-Ray for Blender to V-Ray Solo, Premium, or the Archviz/M&E Collection** by following the standard upgrade path. As with other Chaos products, upgrades take effect immediately at a **pro-rated price** while maintaining the original **subscription expiration date**.

Will there be a migration program for those switching from other DCCs to Blender?

No, there are no plans for a dedicated migration program at this time. However, starting **July 1**, existing customers with a **V-Ray Solo, Premium, or Collection** license will automatically gain access to **V-Ray for Blender** as part of their current plan and will be able to switch at no additional cost.

Can V-Ray for Blender users purchase additional render nodes?

Yes, V-Ray Render Nodes are compatible with V-Ray for Blender and can be purchased separately. However, for smaller-scale needs, it may be more cost-effective to purchase an additional standalone V-Ray for Blender license. For larger setups, typically above 10 machines, render node packages might be the better option.

Will there be a free version of V-Ray for Blender?

There are no plans to release a free version of V-Ray for Blender for now. However, users can access a 30-day free trial to explore the product. We're also making it available at a very affordable price compared to other commercial renderers as well as V-Ray Solo. It's the most accessible commercial renderer for Blender as well as entry point into the V-Ray ecosystem.

Why is V-Ray for Blender the only V-Ray product to have a standalone SKU?

V-Ray for Blender is offered as a standalone SKU to reflect the unique needs of the Blender community. Many professionals, including freelancers and small teams, complete their work in Blender and do not use other DCCs, so they have no need for a full V-Ray Solo license. Blender is also especially popular among beginners and hobbyists because it is free and open-source. Offering a more affordable standalone option makes V-Ray more accessible to those just entering 3D. Additionally, since V-Ray for Blender is a new integration and does not include the full feature set found in more mature V-Ray products like 3ds Max or Maya yet, the standalone model provides a cost-effective way to adopt it while development continues.

System requirements

Which operating systems does V-Ray for Blender support?

V-Ray for Blender is currently available for Windows. Support for macOS and Linux is planned and will be introduced in future updates.

Which versions of Blender are supported?

V-Ray for Blender officially supports Blender 4.2 LTS, 4.3, and 4.4. The goal is to maintain compatibility with the latest LTS release and the two most recent official versions moving forward.

Trials, support & community

How can users try V-Ray for Blender?

There will be a 30-day free V-Ray for Blender only trial that will not require a credit card verification and won't auto-renew, making it an easy and frictionless entry point for those new to Chaos.

Existing Chaos customers can access V-Ray for Blender through their current V-Ray Solo, Premium, or Collection licenses, and can invite colleagues to explore the product or test interoperability through the V-Ray for Archviz or M&E trials, which do require credit card verification and auto-renew into a full subscription unless canceled.

Where can users get support?

Users can access support through the **Support** section on chaos.com, which includes links to our **Help Center**, **FAQs**, **forums**, and the **contact support form**. V-Ray for Blender is supported through the same official Chaos support channels as all other Chaos products.

Where can users suggest ideas and contribute to the development process?

Users can submit feature suggestions and feedback through the V-Ray Ideas Portal. There, they can propose new ideas, participate in discussions with other V-Ray for Blender users, and vote on existing suggestions. Once evaluated, selected ideas will be added to the product roadmap. This portal serves as the central hub for user input, similar what Right Click Select is for the Blender community.

Are there any tutorials or documentation available?

Yes, the official V-Ray for Blender product documentation is available here. Following the official launch, we plan to release Getting Started with V-Ray for Blender content, along with dedicated videos on Chaos Cloud, Cosmos, and the V-Ray Frame Buffer (VFB). An introductory series covering V-Ray basics and integration specifics is also in development.

Do you have sample scenes users can use to test the product?

Yes, we've prepared a set of V-Ray for Blender sample scenes to help users explore and test the product. These are available to download for free here. In addition, users can use assets from the **Chaos Cosmos library** to quickly build their own test scene and start experimenting with V-Ray features right away.

Where can users share work they've done with V-Ray for Blender?

- **Submit your art** submission form.
- **Post on the forum:** They can use the dedicated forum thread/section to share their work with us and other V-Ray for Blender users.
- **Share on social media or artwork platforms** and tag us so we can see and share their work.


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