

New features V-Ray 5 for Cinema 4D

Installation

- Integrate the new installer design in V-Ray for Cinema 4D
- Embed the License Server installation in the V-Ray for Cinema 4D installer

User Interface

- Overhauled UI for V-Ray Render Settings
- Overhauled UI for the V-Ray Render Elements manager
- Overhauled UI for the V-Ray Material
- Implement V-Ray Lights as separate objects
- Redesigned icons and menu
- Integrate V-Ray VFB as a native Cinema 4D window

User Interface

- New V-Ray Virtual Frame Buffer with light mix and compositing capabilities

V-Ray

- V-Ray is now based on V-Ray 5 Core
- Implemented V-Ray Geometry tag for Displacing and Subdividing geometry
- Implemented V-Ray Environment Fog as separate object
- Implemented new V-Ray Proxy
- Hash map based light cache
- Adaptive Dome Light
- Implemented blue-noise optimization for the DMC sampler
- Implemented "Improved" sky model for V-Ray Sun
- Added new Coat and Sheen render elements
- Added new LightMix render element
- Automatic Exposure Control and White Balance

V-Ray GPU

- Implement V-Ray GPU as a separate Production rendering engine
- Added support for RT cores of NVIDIA RTX cards (RTX Engine)
- Support for Bucket rendering
- Ability to select devices directly inside Cinema 4D
- Initial support for Out-of-Core rendering

Materials

- Added additional Coat and Sheen layers to V-Ray Material
- Added Metalness parameter to V-Ray Material to support PBR workflows
- Added V-Ray Hair Next - new physically based hair material

V-Ray Denoiser

- Added Nvidia AI Denoiser