CHAOSGROUP
V·ray

ARCHITECTURAL
DESIGN

Image courtesy of Chaos Group

Rendering Solutions
for Architectural Design

V·ray

Architectural visualization is about uncompromised image quality, realistic touch, and fine details resulting from precision lighting and proper shading. The V-Ray® rendering engine has become the preferred solution for creating visualizations of photorealistic architectural and design concepts.

V-Ray® Strengths in Architectural Design

Improved Efficiency & Speed Optimization

The V-Ray® rendering engine is developed around the need to constantly boost rendering speed and enhance efficiency. Specially optimized shaders and a V-Ray proxy that stores geometry on the hard drive contribute to saving time spent on rendering and improved performance.

Physically Accurate Global Illumination & Area Lights

Create realistic illumination using physically based lights and take advantage of numerous GI methods. Quickly set up complex lighting with the V-Ray Dome Light and many more lighting solutions.

Image courtesy of MOTYW
www.motyw.org

Image courtesy of Matt Guetta

Interactive Rendering on GPU & CPU

Now completely integrated into the V-Ray rendering engine, our interactive renderer gives artists the ability to track changes performed to the scene automatically using the ActiveShade preview. With GPU acceleration, architectural designers can rely on an interactive rendering process that is up to 30 times faster.

Memory-Efficient Rendering of Complex Geometry with V-Ray Proxy and V-Ray Displacement

V-Ray Proxy is an indispensable tool for managing scene memory and efficiently rendering massive amounts of geometry. To enhance viewport performance, VRayProxy includes the ability to specify a separate preview mesh. V-Ray Displacement implements a unique solution for geometry handling at render time, making it extremely fast and memory efficient.

Sun & Sky System, Light Select Render Element, Efficient Material Layering

These are just a few of the many features supporting the work of some of the most renowned architectural studios worldwide.

Many more enhanced features are now supported by V-Ray

At **Chaos Group** we work closely with our customers from around the world to ensure we are creating the best tools for their workflow. Inspired by their imaginative creations, we passionately pursue advances in rendering technology and continue to improve the software needed to communicate their vision.

The company's portfolio of rendering and visualization solutions includes **V-Ray® for 3ds Max** and **V-Ray® for Maya, Phoenix FD** – the fluid dynamics system that simulates liquids as well as fire and smoke; and the professional sequence player – **Pdplayer**. During 2011-2012 Chaos Group added three new products to its portfolio: **V-Ray® for Rhino**, **V-Ray® for SketchUp** and **V-Ray® for Softimage**.

V·ray
For 3ds Max
Maya
Rhino
SketchUp
Softimage

phoenix
fluid dynamics

PDPLAYER

youtube.com/ChaosGroupTV

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