

V-Ray 3 for SketchUp Major Features



Twin-engine performance

V-Ray includes two powerful rendering engines. With CPU or GPU acceleration, you can use the best engine for your project and hardware.



Interactive rendering

Render interactively while you design. Fine-tune lights and materials and see the results right away.



Global illumination

Render photorealistic rooms and interiors with V-Ray's powerful and fast global illumination.



Accurate lights

Render natural and artificial lighting using a wide range of built-in light types.



Environment lighting

Light your scenes using a single high-dynamic-range image (HDRI) of its environment.



Physical sun & sky

Simulate realistic daylight for any time and any location.



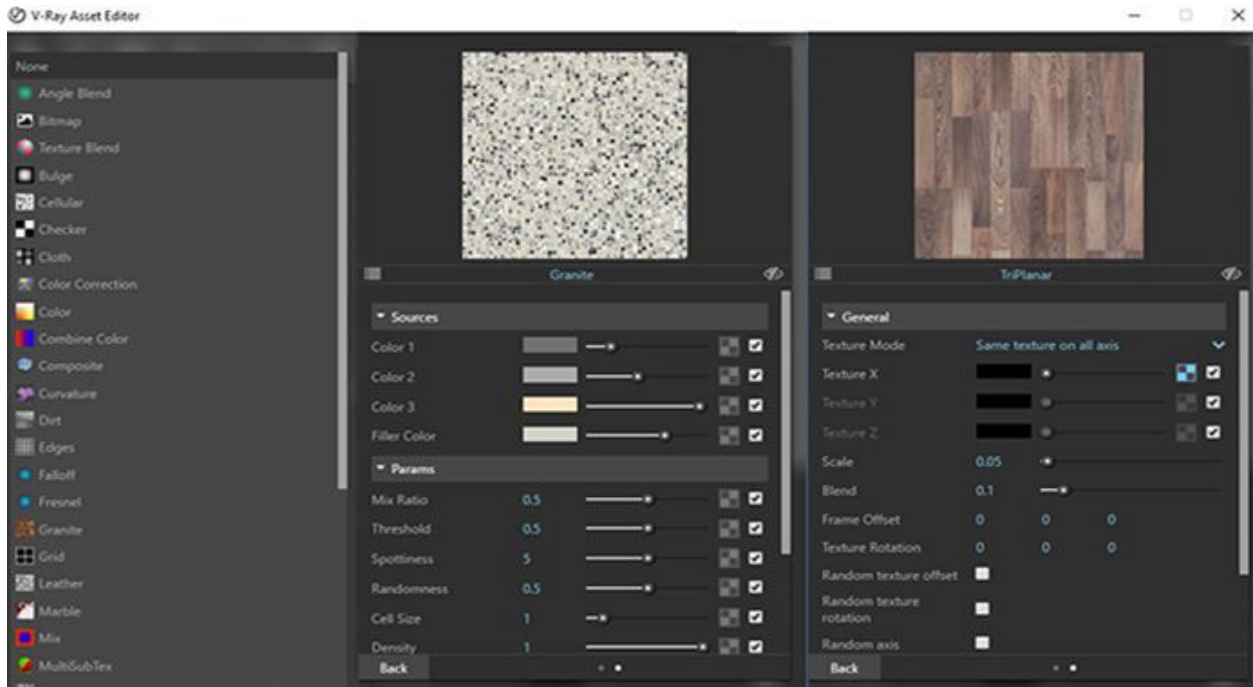
Real-world cameras

Work like a photographer, with controls for exposure, white balance, depth of field and more.



Physical materials

Create great looking materials that look exactly like the real thing.



Advanced textures

Create realistic and unique materials using any texture map or one of V-Ray's many built-in procedural textures.



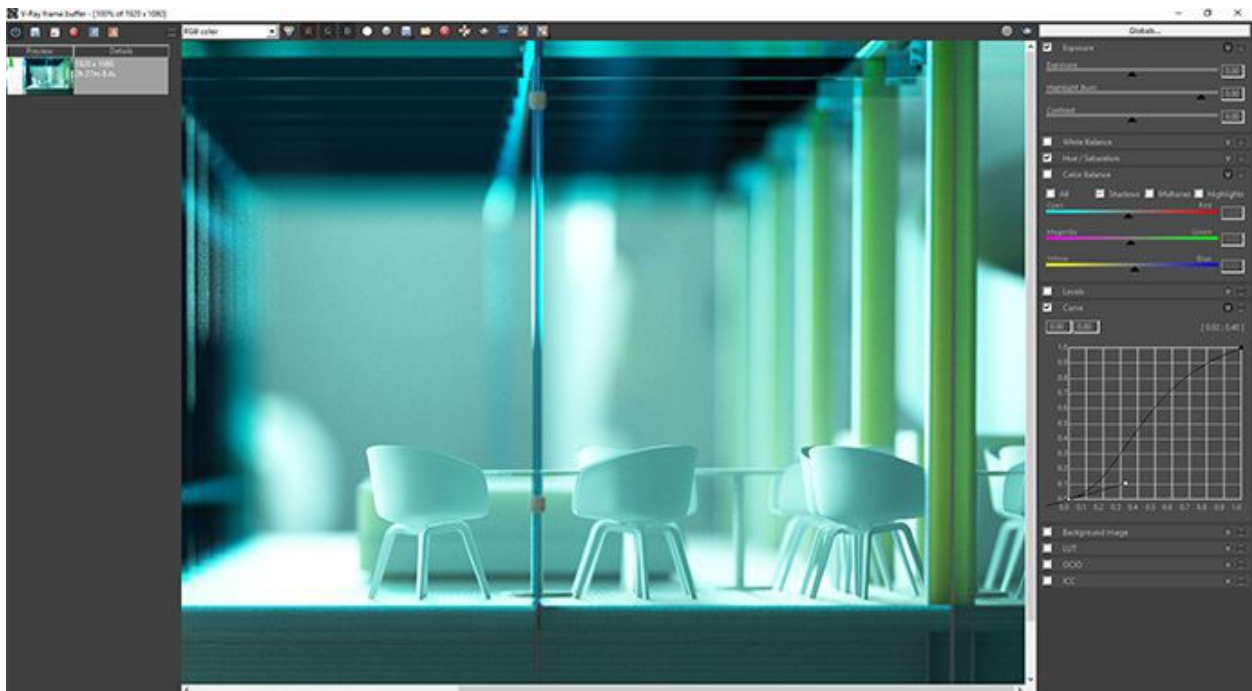
Proxy objects

Bring more detail to your project with memory-efficient proxy models of complex objects like grass, trees, cars and more.



Render elements

Render your scene as separate passes for more artistic control in your image-editing software.



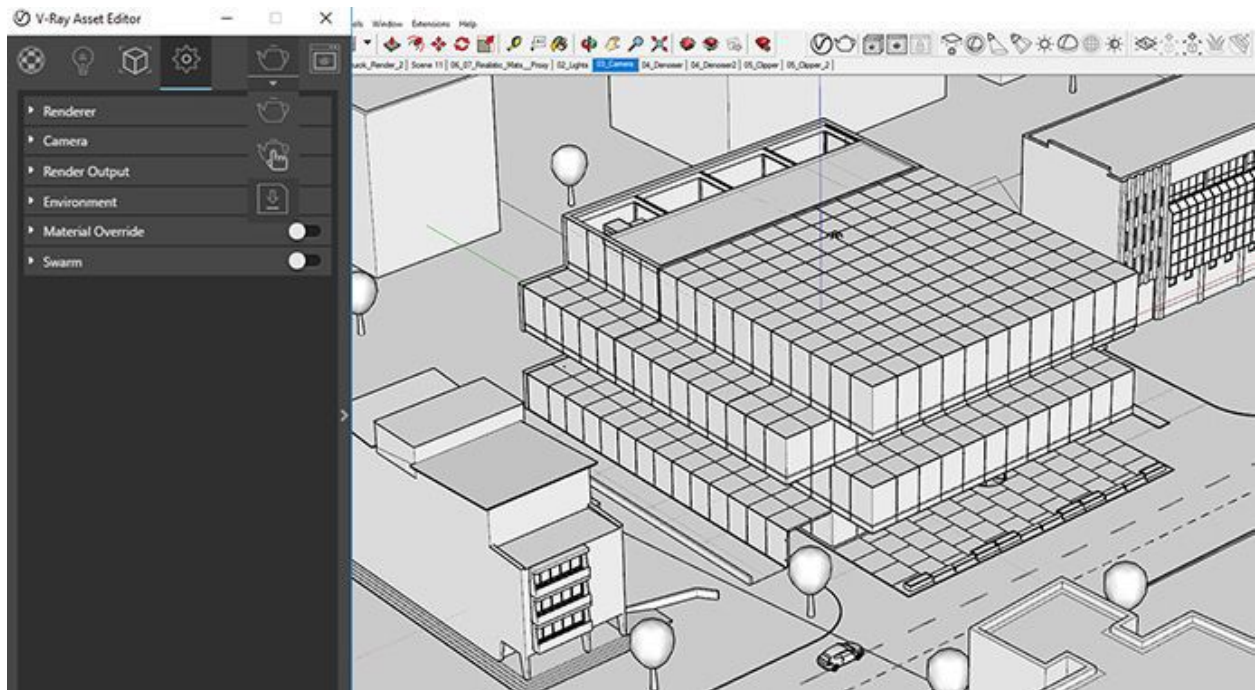
Frame buffer

Track render history and fine-tune color, exposure, and more directly in V-Ray's frame buffer.



Network rendering

Use the full computing power of your network to render single or multiple images all at once.



V-Ray Scene export

Share complete, ready-to-render V-Ray 3 for SketchUp files with any V-Ray 3.4 or higher application.