



Maya

# V-RAY 3.5 FOR MAYA

March 2017





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[docs.chaosgroup.com](http://docs.chaosgroup.com)

[www.youtube.com/user/ChaosGroupTV/videos](http://www.youtube.com/user/ChaosGroupTV/videos)

[www.youtube.com/playlist?list=PLm2Irfq-UvZ2\\_Y2DwGHiZdvYISCd2NCUU](http://www.youtube.com/playlist?list=PLm2Irfq-UvZ2_Y2DwGHiZdvYISCd2NCUU)

[www.youtube.com/playlist?list=PLm2Irfq-UvZ2VRbQ-DxIC0hsuh7gaHoPo](http://www.youtube.com/playlist?list=PLm2Irfq-UvZ2VRbQ-DxIC0hsuh7gaHoPo)

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## PRODUCT DESCRIPTION

Production-proven CPU & GPU rendering for animation and visual effects for film, television and virtual reality. V-Ray 3.5 for Maya brings faster rendering, more responsive look development and added realism to high-end VFX and animation projects.

Chaos Group's V-Ray won a sci-tech Academy Award in 2017 for its role in bringing realistic CGI to the big screen.

## SEE WHAT'S NEW IN V-RAY 3.5 FOR MAYA

- **Adaptive lights:** Fast new lighting algorithm that speeds up rendering in scenes with many lights.
- **V-Ray IPR:** New in-process IPR starts instantly, updates faster and uses less memory. Changes to materials in the Hypershade Material Viewer are made in real time.
- **V-Ray Frame Buffer tools:** Speeds up look development on individual objects with the new Render Mask: Isolate select tool. Select objects, materials and camera focus directly in the frame buffer.
- **Resumable rendering:** Stop your render at any point and continue where you left off.
- **aiSurface material:** General-purpose shader by Anders Langlands with layered SSS and glossy fresnel reflections — popular for skin.
- **GPU rendering improvements:** Render larger, more detailed scenes using a lot less memory with On-demand Mip-mapping. V-Ray's fast GPU renderer adds support for a wider range of production features.

## KEY DIFFERENTIATORS

### **QUALITY**

Production-proven ray traced rendering with a full suite of tools to create professional photoreal imagery and animations.

### **POWER**

Built to handle the absolute toughest projects and largest scenes.

### **SPEED**

Multicore CPU and GPU-accelerated rendering engines for optimized speed and scalability.

### **CREATIVE CONTROL**

Real-time look development with interactive lighting, shading and rendering.

### **SMART INTEGRATION**

Integrated seamlessly into Maya and designed to fit any production pipeline.

### **AN INDUSTRY STANDARD**

Top artists and studios rely on V-Ray for Maya to create award-winning animation & visual effects.

## KEY FEATURES

### **POWERFUL CPU RENDERING**

Render superior images and animations fast with V-Ray's highly-optimized and adaptive ray tracing technology.

### **INCREDIBLY FAST GPU RENDERING**

Get an additional speed boost with GPU-accelerated look development and final frame rendering.

### **GLOBAL ILLUMINATION**

Choose from ray traced and hybrid global illumination methods for the perfect balance of quality and speed.

### **VRSCANS MATERIAL LIBRARY SUPPORT**

400+ scanned materials. Import and render directly in V-Ray.

### **ACCURATE LIGHT**

Render natural, artificial and image-based lighting with a wide range of light types, shapes and controls.

## PHYSICAL MATERIALS

Create physically-based materials with multiple layers – now with GTR/GGX shading for great looking reflections.

## UNIQUE SHADERS

For specialized materials, choose from a collection of purpose-built shaders for subsurface scattering, skin, hair and more.

## PHYSICAL CAMERAS

Simulate any camera and lens with controls for exposure, depth of field and motion blur.

## VIRTUAL REALITY

Render VR-ready content for popular headsets like Oculus Rift, HTC Vive and Samsung Gear VR.

## PROXY OBJECTS

Fit massive scenes into memory and cut render times using load-on-demand proxy objects.

## EFFICIENT TEXTURES

Work with multi-resolution tiled textures from top applications MARI, Mudbox and Zbrush.

## HAIR & FUR

Render realistic hair with support for Maya hair and fur, XGen, Ornatix, Shave and a Haircut, and Yeti.

## VOLUMES

Render optimized volumetric effects and import OpenVDB files from Realflow and Houdini.

## RENDER ELEMENTS

Output a complete set of beauty, utility, and matte passes for total control in compositing.

## 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.

## V-RAY FRAME BUFFER

Track render history, fine tune colors, and match final output with advanced color management.

## LICENSING AND PRICING

### ONLINE LICENSING

With the release of V-Ray 3.5 for Maya, we will now offer an Online licensing option. With Online licensing there is no wait to receive a physical dongle, and licenses can be activated in real-time once an order is processed. Online licensing is fast and secure, and your customers will be able to access their new software much faster – without the back and forth of WBC and RTU files. Please note that in order to use the online licensing option, users need to download the latest version (4.0) of the V-Ray license server.

*Please note that for now online licensing is available only for purchases of new licenses.*

See Licensing and Pricing FAQs

<https://www.chaosgroup.com/support#faqs>

### BUNDLE OFFER NEW LICENSES

New purchases of V-Ray 3 Workstation for Maya licenses plus Phoenix FD receive the special bundle price of \$1,390 / €1000 / £860 – that's 26% off the full list price of \$1,870 / €1,350 / £ 1,170.

### BUNDLE OFFER UPGRADES

Owners of an existing V-Ray 2 for Maya license can upgrade to V-Ray 3 for Maya and add Phoenix FD for just \$760 / €550 / £470 – that's 39% off the full list price \$1,250 / €900 / £780.

### V-RAY FOR MAYA MONTHLY RENTALS – 50% PRICE REDUCTION

With the release of V-Ray 3.5 for Maya, the price of monthly rentals will be reduced by more than 50%. This is a permanent price reduction that will offer more flexibility to clients who need licenses temporarily.

PRICE LIST	USD	EUR	GBP
Monthly rental V-Ray 3.0 for Maya Workstation	<b>\$80</b>	<b>€60</b>	<b>£50</b>

UPGRADE PRICING FROM V2.0	USD	EUR	GBP
Upgrade from V-Ray 2.0 to V-Ray 3.0 Workstation for Maya	<b>\$420</b>	<b>€300</b>	<b>£260</b>
Upgrade from V-Ray 2.0 to V-Ray 3.0 Workstation for Maya + <b>5</b> Render Node 3.0 licenses	<b>\$690</b>	<b>€500</b>	<b>£430</b>
Upgrade from V-Ray 2.0 to V-Ray 3.0 Workstation for Maya + <b>10</b> Render Node 3.0 licenses	<b>\$970</b>	<b>€700</b>	<b>£600</b>

UPGRADE PRICING FROM V1.5	USD	EUR	GBP
Upgrade from V-Ray 1.5 to V-Ray 3.0 Workstation for Maya	<b>\$970</b>	<b>€700</b>	<b>£600</b>
Upgrade from V-Ray 1.5 to V-Ray 3.0 Workstation for Maya + <b>5</b> Render Node 3.0 licenses	<b>\$1395</b>	<b>€1000</b>	<b>£860</b>
Upgrade from V-Ray 1.5 to V-Ray 3.0 Workstation for Maya + <b>10</b> Render Node 3.0 licenses	<b>\$1800</b>	<b>€1300</b>	<b>£1120</b>

PRICING NEW LICENSES	USD	EUR	GBP
V-Ray 3.0 for Maya Workstation	<b>\$1040</b>	<b>€750</b>	<b>£650</b>
V-Ray 3.0 for Maya Workstation + <b>5</b> Universal V-Ray 3.0 Render Nodes	<b>\$2080</b>	<b>€1500</b>	<b>£1290</b>
V-Ray 3.0 for Maya Workstation + <b>10</b> Universal V-Ray 3.0 Render Nodes	<b>\$2550</b>	<b>€2050</b>	<b>£1760</b>

BUNDLES	USD	EUR	GBP
V-Ray Maya WS + Phoenix FD WS	<b>\$1390</b>	<b>€1000</b>	<b>£860</b>

ACADEMIC PRICING	USD	EUR	GBP
Annual University Pack V-Ray 3.0 for Maya starting from <b>15</b> floating user licenses	<b>\$1250</b>	<b>€900</b>	<b>£780</b>
Annual Educator / Student Workstation License V-Ray 3.0 for Maya	<b>\$103</b>	<b>€74</b>	<b>£64</b>



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