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Maya

CHOP YOUR RENDER TIMES
V-Ray 3.5 for Maya now available

V-Ray® 3.5 for Maya. Powerful rendering for artists.

Introducing faster rendering, faster look development and added photorealism to VFX & animation.

Production-proven rendering for Maya. With CPU & GPU rendering options, V-Ray for Maya is two powerful renderers in one. Built to handle your toughest projects and your biggest scenes, V-Ray's Academy Award®-winning rendering technology is trusted by artists and studios around the world to deliver high-end animation and visual effects.

Learn more at chaosgroup.com/vray/maya



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WHAT'S NEW

Adaptive Lights

Up to 7x faster with new lighting algorithm

V-Ray IPR

Production rendering with instant feedback

Resumable rendering

Stop & continue rendering where you left off

Denoiser

Remove noise & cut render times by up to 50%

Glossy Fresnel

Physically accurate reflections

alSurface material

Render realistic skin with layered SSS

Aerial perspective

Add realistic atmospheric depth

Fast GPU rendering

Now with efficient On-demand Mip-mapping

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