V·ray For Softimage

CHAOSGROUP
innovative rendering technologies

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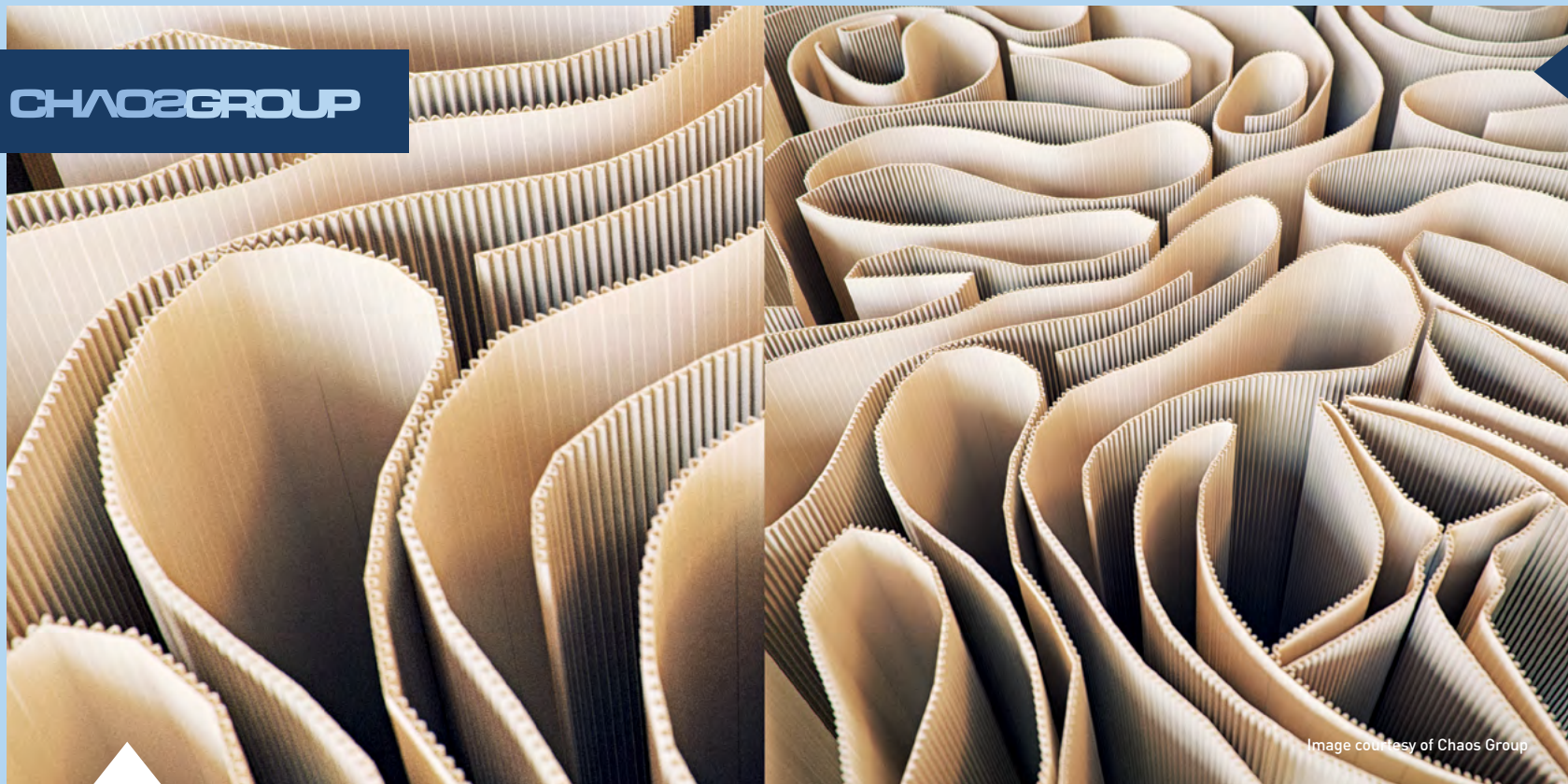
V-Ray® for Softimage gives artists an intuitive approach towards shading and lighting and ensures speed and control in rendering large and complex scenes.

Learn more at: chaosgroup.com/vraysoftimage

Built on V-Ray's core platform of rendering speed, stability, and quality, V-Ray for Softimage is an advanced rendering solution for the VFX and animation industries. V-Ray for Softimage includes ICE support, efficient Global Illumination, versatile shaders, and much more.

V-Ray® for Softimage Key Features

RENDERING CORE

Efficient Multicore Ray-Tracing Engine
V-Ray is an optimized, multicore ray tracing solution, rendering complex geometry, shading, illumination, and optical effects with unprecedented speed and accuracy.

GEOMETRY

ICE Support
Render particles, strands, hair, and geometry produced by Softimage's award-winning ICE system.

Proxy Objects
V-Ray Proxy objects are an indispensable tool for managing scene memory and efficiently rendering massive amounts of geometry. V-Ray Proxy objects are dynamically loaded and unloaded at render-time, saving vital RAM resources. V-Ray Proxy supports ICE positions and kinematic properties.

Dynamic Geometry
V-Ray is fully optimized for render-time generated geometry such as displacement, proxy objects, fur, hair.

Animated Parameters
V-Ray for Softimage supports all geometry animation and deformations applied through animated parameters and key frames, the Animation Mixer, and ICE-based simulations. All geometry modifications, rigging, and Softimage operator stack levels are supported.

Incremental Exporting
Once a model is tessellated, V-Ray for Softimage incrementally caches the results, significantly reducing export times.

MATERIALS & SHADING

Physically Based Materials
Create materials based on physical properties using V-Ray's versatile shaders.

Render Tree
V-Ray for Softimage supports many built-in Render Tree procedural shaders, computational, and logic nodes; and new ones are added regularly.

Layered Materials
V-Ray Blend materials quickly render complex materials using the V-Ray Blend material, or use built-in Softimage texture layers for additional flexibility.

PTex
Ptex greatly simplifies the texturing process by efficiently storing textures and eliminating the need to assign UVs.

Weightmaps
Apply per-vertex transformations to geometry and color attributes using weightmaps.

Hair and Fur
Render fully raytraced hair and fur with unprecedented control, quality, and speed using the VRayHairMtl shader.

Car Paint Material
VRayCarPaintMtl offers controls for base paint, clear coat, and metallic flakes within a single, optimized shader. The VRayCarPaintMtl simplifies the creation of complex, multi-layered automotive paints.

Toon Shader
Create simple cartoon outlines using the V-Ray Toon shader.

Dispersion
Add realism using dispersion to trace and refract light based on its wavelength.

LIGHTS & ILLUMINATION

Physically Based Lights
Create realistic illumination using physically based lights, including IES lights and texture-mapped area lights.

V-Ray Sun and Sky
Emulate real-world atmospheric lighting conditions sing the V-Ray Sun and Sky system.

Dome Light
Create simple, artifact-free image-based lighting using the Dome Light. Its powerful importance sampling analyzes HDR images and optimizes light tracing and GI precision.

CAMERAS & OPTICS

Motion Blur
Render true 3D motion blur using the V-Ray Physical Camera. Additional settings provide complete control over camera motion blur and shutter efficiency.

Depth of Field and Bokeh Effects
Create fast and accurate depth of field with bokeh effects using the V-Ray Physical Camera. Lens Distortion using Nuke Displacement Maps Import displacement maps from Nuke to match lens distortion.

RENDER OUTPUT

Render Elements
An extensive list of render elements allows for complete control in compositing.

Multi-Channel Scanline OpenEXR Files
Produce scanline-based OpenEXR files for efficient processing in compositing applications.

SCENE OUTPUT

Support for .vrscene Output
Using V-Ray's native .vrscene file format, scenes can be scripted for post processing and easily distributed in a render farm environment.

Import Material Properties
Basic material properties created in 3ds Max or Maya can be imported to V-Ray for Softimage.

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.

"Advertising is a very dynamic industry, requiring great flexibility, speed, and stability; and V-Ray combines those exact qualities in a very intelligent way. Its shaders, lighting, and render settings are constructed clearly and intuitively, giving us complete control over optimizations while maintaining a high degree of photorealism. V-Ray gives us the ability to bring our artistic vision to life without compromise."

Alexander Kartsov
VFX Supervisor, BUBU STUDIO

"Early in my career, 3ds Max and V-Ray were staples of my craft. As I began working at larger production studios, I made the switch to Softimage. Now, it's great to be working in V-Ray again. It's fast, flexible, and integrates solidly into Softimage. V-Ray for Softimage is a strong addition to my workflow."

Simon Reeves
Freelance CG Artist

youtube.com/ChaosGroupTV

V·ray For 3ds Max   **V·ray** For Maya   **V·ray** For Rhino   **V·ray** For SketchUp

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