System Requirements

Please make sure that your system fulfills these requirements to start using V-Ray App SDK.
Note that V-Ray is only supported for **64-bit** operating systems.

Processor	• Intel* 64, AMD64, Apple silicon (M1, M2) or compatible processor with SSE4.2 support
RAM	• Minimum: 8 GB RAM • Recommended: 64 GB or more RAM (Will vary with scene size and complexity.)
GPU	• NVIDIA CUDA: Maxwell-, Pascal-, Volta-, Turing-, and Ampere-based NVIDIA card(s) with the latest recommended video driver. • NVIDIA RTX: RTX cards with the latest recommended video driver • V-Ray Production Denoiser: AMD or NVIDIA GPU supporting OpenCL 1.2 • NVIDIA AI Denoiser: Maxwell-, Pascal-, Volta-, Turing-, or Ampere-based NVIDIA card with the latest recommended video driver • The minimum required compute capability is 5.2** • V-Ray GPU System Requirements
Operating System	• Microsoft® Windows 8.1, Windows 10, or Windows 11 • Red Hat® Enterprise Linux® 7 WS or CentOS 7 • Red Hat® Enterprise Linux® 8 WS or Rocky Linux 8 • Apple® macOS® 10.9 or higher (macOS x64) • Apple® macOS® 10.14 or higher (macOS universal)
Development Environment	• Microsoft Visual C++ Redistributable Package, the latest version (for Windows) • Python 2.7, 3.6, 3.7, 3.8, 3.9, 3.10 or 3.11 (x64), if you plan to use the V-Ray App SDK Python API • .NET Framework v4.0 or higher (x64), if you plan to use the V-Ray App SDK .NET API • .NET Core 2.1 or higher (x64), if you plan to use the V-Ray App SDK .NET Core API • Node.js 10, 12, 14, 16 or 18 (x64), if you plan to use the V-Ray App SDK Node.js API • Electron 5, 6, 11, 16, 23 or 27 (x64) , if you plan to use the V-Ray App SDK Electron API

* Windows 11 is required for running Intel Alder Lake processors.

** CUDA compute capability and card reference

Note: V-Ray GPU works only with C++/CPU devices under macOS. V-Ray GPU can still be used in distributed rendering mode with Windows / Linux machine(s) running CUDA engine on GPU device(s).