Supported Features

This page provides a table of currently supported features by V-Ray for Unreal.

Overview

These features are supported by V-Ray for Unreal. Currently supported versions of Unreal Engine are **4.25.4**, **4.26.2** and **4.27.2**

For best results when importing vrscene files make sure your scenes are authored and optimized for **V-Ray GPU 5, V-Ray GPU Next** or **V-Ray GPU 3.6**.

All supported features from Unreal Engine are listed in the **Rendering** table below.

Only Render nodes for **V-Ray 5** are supported.

V-Ray for Unreal only supports normal maps in tangent space.

V-Ray for Unreal uses only the V-Ray Hybrid engine.

Listed Supported Features