V-Ray GPU Render Settings

This page provides details on the render settings used to adjust the V-Ray GPU renderer.

Overview

V-Ray GPU is a separate render engine, introduced by Chaos, that utilizes GPU hardware acceleration. You can additionally use it with your CPU or combine CPU and GPU devices for hybrid rendering. Choosing the V-Ray GPU engine changes the available settings.

Refer to the V-Ray and MAXScript page for information on how to access the parameters through MAXScript.

The Common tab contains no custom or unique V-Ray settings. For more details on the parameters found under this tab, please refer to the 3ds Max help documentation. With V-Ray 6, Hotfix 1, the render settings are now kept when switching between V-Ray and V-Ray GPU. However, note that when switching from V-Ray to V-Ray GPU, the **Samples limit** value is changed depending on the Bucket Image Sampler's **Max subdivs** value. UI Path: ||Main Toolbar|| > Render Setup button...

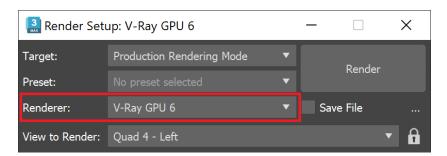
||Main Toolbar|| > Render Setup button and then set Renderer to V-Ray GPU

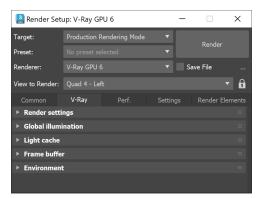


||Rendering menu|| > Render Setup... and then set Renderer to V-Ray GPU

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 $||Render \ Setup \ window|| > Renderer > V-Ray \ GPU$





Selecting the V-Ray GPU Renderer

In order to use V-Ray, you must first select one of its renderers as your current renderer.

- 1. Open the Render Setup window.
- 2. At the top of the Render Setup window, choose Production Rendering Mode as the Target.
- 3. For Renderer, choose V-Ray GPU.

Scenes saved with ActiveShade renderer (a previous GPU rendering workflow) should be switched to use V-Ray GPU as Production renderer instead.

V-Ray GPU Render Settings Tabs

V-Ray GPU offers 4 different tabs in the Render Setup window.

V-Ray tab

Global Illumination settings, Frame Buffer and Environment settings.

GPU Performance Tab

Distributed Rendering options, selection of rendering devices, tweaking Texture rendering and Utilization.

Settings tab

Various settings including Global Switches and Image Sampler.

Render Elements

Creation and control of render elements for beauty pass compositing and post-production.