

Installation and Licensing

This page provides information on how to get V-Ray up and running.

Overview

Setting up V-Ray for 3ds Max comprises of few steps: downloading, installing and licensing, and then setting V-Ray as the renderer inside 3ds Max.

Before Installation

System Requirements

Check if your hardware matches the minimum requirements to run V-Ray.

3ds MAX Compatibility

Check the 3ds MAX version compatibility.

Installation

Install V-Ray

If you are an edu/commercial user, check how to download and install V-Ray for 3ds Max.

Chaos License Quick Start Guide

See how to install and activate the Chaos License Server.

Trial

Try V-Ray

If you are a trial user, check how to download and install V-Ray for 3ds Max.

Advanced and Uninstall

Silent Install and Uninstall

Full V-Ray installation without user input during the process using a predefined set of options.

Data Collection

Find out how you can help V-Ray become better at [Chaos Telemetry](#) page.

End User License Agreement

Check the full legal agreement between Chaos and the end user.

V-Ray App SDK

V-Ray Application SDK comes packed along with your V-Ray for 3ds Max installation.

V-Ray SDK

Detailed information about V-Ray SDK can be found at [V-Ray SDK](#) page.

V-Ray for 3ds Max Autodesk application package

Detailed information on the structure of the V-Ray application plugin package.

Uninstall

[How to Uninstall V-Ray](#) page provides information about V-Ray uninstaller.