System Requirements

This page gives some details on what hardware and operating systems are required for V-Ray to work properly.

Windows

Please make sure that your system fulfills these requirements before installing V-Ray. Note that V-Ray is only supported for 64 bit operating systems and 64 bit versions of Maya.

Processor	Intel®[1] 64, AMD64 or compatible processor with **SSE4.2** support
RAM	4 GB RAM and 4 GB swap minimum – recommended 8 GB or more RAM, 8 GB or more swap file; (Actual amount required will vary with scene requirements.)
USB Port	Required for customers using legacy hardware lock, preferably USB 2.0
TCP/IP	Only IPv4 required for distributed rendering is supported. IPv6 is currently not supported
GPU Acceleration	NVIDIA CUDA: Maxwell-, Pascal-, Volta-, Turing- and Ampere-based NVIDIA card(s) with with latest recommended video driver; NVIDIA RTX: RTX cards with 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 latest recommended video driver The minimum required compute capability is 5.2[2]

The following table shows the versions of Autodesk Maya and operating systems on which V-Ray is supported. Note that V-Ray is only supported for 64 bit operating systems and 64 bit versions of Maya.

Version of Maya	Supported Operating System
Maya 2020	Windows ® 8.1, Windows ® 10 Professional, and Windows® 11
Maya 2022	Windows ® 10 Professional and Windows® 11
Maya 2023	Windows ® 10 Professional and Windows ® 11
Maya 2024	Windows® 10, version 1809 or higher, and Windows® 11

Linux

Please make sure that your system fulfills these requirements before installing V-Ray.

Processor	Intel® 64, AMD64 or compatible processor with **SSE4.2** support (x64)
RAM	4 GB RAM and 4 GB swap minimum – recommended 8 GB or more RAM, 8 GB or more swap file
USB Port	Required for hardware lock, preferably USB 2.0
TCP/IP	Only IPv4 is supported. IPv6 is currently not supported
GPU Support	NVIDIA CUDA: Maxwell-, Pascal-, Volta-, Turing- and Ampere-based NVIDIA card(s) with latest recommended video driver; NVIDIA RTX: RTX cards with 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 latest recommended video driver The minimum required compute capability is 5.2[1]

The following table shows the versions of Autodesk Maya and operating systems on which V-Ray is supported. Note that V-Ray is only supported for 64 bit operating systems and 64 bit versions of Maya.

Version of Maya	Supported Operating System
Maya 2020	Red Hat ® Enterprise Linux® 7.3, 7.4, 7.5, 7.6, 7.7 WS, or CentOS 7.3, 7.4, 7.5, 7.6, 7.7
Maya 2022	Red Hat® Enterprise Linux® 8.2, 7.6-7.9 WS, or CentOS 8.2, 7.6-7.9
Maya 2023	Red Hat® Enterprise Linux® 8.2, 7.6-7.9 WS, or CentOS 8.2, 7.6-7.9
Maya 2024	Red Hat® Enterprise Linux® 8.6 WS

macOS

Please make sure that your system fulfills these requirements before installing V-Ray.

Processor	Intel® 64, AMD64, ARM [3] , Apple silicon (M1, M2) or compatible processor with **SSE4.2** support (x64)
RAM	4 GB RAM and 4 GB swap minimum – recommended 8 GB or more RAM, 8 GB or more swap file
USB Port	Required for hardware lock, preferably USB 2.0
TCP/IP	Only IPv4 is supported. IPv6 is currently not supported

V-Ray GPU works only with **C++/CPU** devices under macOS. V-Ray GPU can still be used in distributed rendering where a macOS machine runs the CUDA engine on a CPU device together with **Windows/Linux** machine(s) running CUDA engine on GPU device(s).

The following table shows the versions of Autodesk Maya and operating systems on which V-Ray is supported. Note that V-Ray is only supported for 64 bit operating systems and 64 bit versions of Maya.

Version of Maya	Supported Operating Systems
Maya 2020	Apple® macOS® 11.x, 10.15.x, 10.14.x, 10.13.x
Maya 2022	Apple® macOS® 11.x, 10.15.x, 10.14.x, 10.13.x
Maya 2023	Apple® macOS® 12.x, 11.x, 10.15.x, 10.14.x
Maya 2024	Apple® macOS® 13.x, 12.x, 11.x

* The Autodesk Maya system requirements can be found here page: http://knowledge.autodesk.com/support/maya/troubleshooting/caas/sfdcarticles/sfdcarticles/System-requirements-for-Autodesk-Maya.html

For additional information on hardware, see the Hardware Recommendations article.

Notes

1 – Windows 11 is required for running Intel Alder Lake processors.
2 – CUDA compute capability and card reference

- ARM support for versions prior to version Maya 2024 is translated through Rosetta. Maya 2024 offers native support for ARM-architecture based processors.
- V-Ray for Maya 2022 supports Python 3 by default. Builds with Python 2 support are available in the stable folder of the nightly server.