

V-Ray Next

Official Release

Date - Oct 25, 2018

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New features

V-Ray IPR

- Added support for Maya's playblast feature
- Isolate selected mode in IPR will now respect selected lights
- Added support for selecting node groups in isolate selected mode
- Added support for transformation changes of place3d nodes in IPR
- Added support for V-RaySphereFade and V-RaySphereFadeVolume in IPR

V-Ray GPU

- Bucket rendering now supported with Brute Force GI
- Added support for dispersion

V-RayPhysicalCamera

- Rolling shutter effect option

Viewport 2.0

- Preview of V-RayHairNextMtl dye color

V-RayToonMtl

- Light blend intensity can now accept textures for better control and rim light effects

V-RayScene

- Added support for user attribute overrides

V-Ray

- Sample C++ V-Ray plugins buildable with CMake shipped with the V-Ray SDK
- Added access to vertex colors in GLSL
- Added a slider for the opacity attribute of V-RayLayeredTex
- Added a search filter option in the Create from V-Ray Plugin menu

V-Ray Menu

- Added tutorials and documentation links in the V-Ray Menu

V-Ray IPR/GPU

- Added support for sky model change in CUDA IPR

Modified features

V-Ray

- Removed the _x64 suffix from environmental variables and made old variables work with a warning
- Added denoise option to Object select render element
- V-Ray kSolidFractal will now render the same as in V-Ray 3.6
- Improved viewport IPR performance in Maya 2016.5
- Improved loading times of large Alembic files in specific cases
- Improved build time for embree dynamic geometry
- Improved V-RayToon normal and overlap thresholds range

- Improved OptiX denoiser error messages

Misc

- Attributes added in newer V-Ray versions will now show up in older scenes
- V-Ray viewport buttons will now appear at the beginning of the layout

V-Ray GPU

- Improved GPU bucket rendering performance
- Better load balancing for Hybrid rendering with bucket sampler
- Adaptive Lights support for Brute Force rendering with Bucket sampler
- GPU-dependent UI for VRayObjectProperties
- GPU-dependent UI for VRayCarPaintMtl and VRayFlakesMtl
- GPU-dependent UI for V-Ray lights
- GPU-dependent UI for MtlWrapper
- Added device name in the kernel compilation log message

V-Ray Displacement

- Modified "Keep continuity" option to weld seams at vertices

V-Ray IPR

- Selection of sub-materials is now considered in debug shading
- Refresh IPR when VRayMetaball parameters are modified

VRayScene

- Material override will now affect Instancer

VRayScannedMtl

- VRayScannedMtl now shows diffuse and bump normals render elements and works better with denoising

VRayProxy

- Proxy node's list of shaders was not available to scripts immediately after creation
- Invalid XML syntax for proxy material assignment file will now print appropriate error message

VRayToonMtl

- Updated the label and value range of line width in Toon Edges Override section

V-Ray Cloud

- No layer token will be created automatically for absolute paths for cloud rendering

MaterialSelect

- MaterialSelect render element now works with nested materials

Bug fixes

VRayProxy

- Fixed wrong preview of flip axis on proxy sequence
- Fixed wrong material export when there are gaps in the MeshMaterial shader array

Misc

- Viewport IPR buttons are not available on copied or hypershade viewport windows
- VRayLayeredTex was missing a scroll bar
- Orthographic Views are not working properly in IPR
- Double specular highlight when rendering VRscan car-paint in GPU

VRayFur

- Fixed fur behavior when not selected in isolate selected mode

V-Ray/V-Ray GPU

- Fixed various potential issues uncovered by code analysis

V-Ray GPU

- Fixed a crash when rendering in bucket mode with no lights in the scene
- Fixed a crash when deleting wrapped multi/sub- materials
- Fast SSS2 now renders correctly in VRayLightSelect render element
- Wrong render of VRayEdgesTex on subdivision surfaces
- VRayEdgesTex renders black with "show subtriangles" enabled
- VRayEdgesTex not showing in diffuse channel
- Rendering with bucket sampler and no scene lights was endless
- Fixed wrong GI scattering with environment fog gizmo
- Fixed crash when toggling "Render as subdivision surface" on mesh with V-Ray Edges Tex texture in IPR
- Fixed crash when changing alembic proxy visibility list in IPR
- Fixed crash on a specific heavy scene
- Fixed artifacts with adaptive lights in animation
- Fixed artifacts in IPR in specific cases
- Fixed VRayFastSSS2 material leaving artifacts with scatter radius is set to zero
- Affect background option will now work with bucket sampler on GPU

V-Ray GPU/GLSL

- Fixed crash with specific materials

V-Ray

- DR server will now fail with an error if an asset can't be received
- Using paint color in specific VRayScannedMtl was not working properly
- Fixed overbright pixels with adaptive lights
- Fixed different DR buckets with auto exposure
- Fixed crash with VRayGLSLMtl
- Fixed crash when baking to ptex
- Fixed crash when an empty blendBumpTex is connected to VRayMtl

VRayScannedMtl

- Fixed crash with specific material setup
- Fixed artifacts with bump multiplier

VRayProxy/VRayDisplacement

- Fixed crash with keep continuity enabled on displaced proxy

VRayMtl

- Fixed compensate exposure for self-illumination

VRayLightSelect

- Fixed GI component of matte objects missing from LightSelect element Full type

VRayDomeLight

- Fixed darker result in isolate selected mode when rendering with dome light

VRScans

- Fixed a crash with a specific scene

VFB

- Blank framebuffer when comparing images from history after effectResult is generated

V-Ray/MDL

- Fixed crash on Skylake processors

V-Ray/Bifrost

- Fixed missing velocity due to changed velocity attribute name in newer Maya versions

V-Ray IPR

- Display Camera Plane now works in isolate selected with debug shading
- Fixed camera not updating in IPR in Light Cache Fly-through mode
- Fixed updates on float inputs connected to certain textures' alpha
- Fixed objects in groups not updating their transforms when changing frame
- Fixed an error message when executing post translate python scripts in V-Ray Viewport IPR
- Fixed a crash when creating new objects very quickly
- Fixed a crash when creating light links in IPR
- Fixed VRayMtl fog color update in IPR
- Assigning a material to VRayPlane was not detected in V-Ray IPR

V-Ray VFB

- Frame stamp was not visible with output image formats with alpha channel

V-Ray GPU/VRayProxy

- Fixed crash with proxy mesh light with motion blur

V-Ray GPU/VRayEnvironmentFog

- Fixed incorrect alpha on environment fog gizmos

V-Ray GPU/VRayDomeLight

- Added support for the "Dim distance" parameter for dome lights on GPU