

V-Ray Next for Unreal, update 3

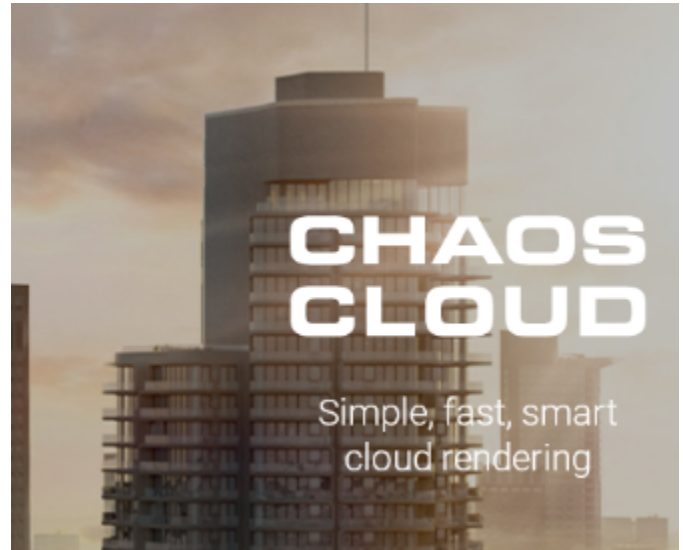
Official Release

Date – June, 2020

New Features

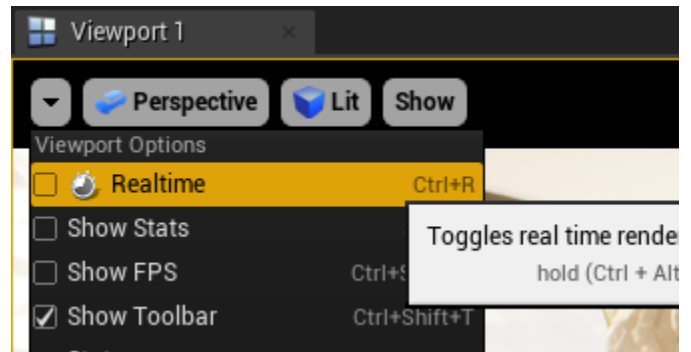
Chaos Cloud

- Support for Chaos Cloud - Rendering and Light baking [i](#)



UX

- Notification if the user is rendering in the viewport with disabled realtime option

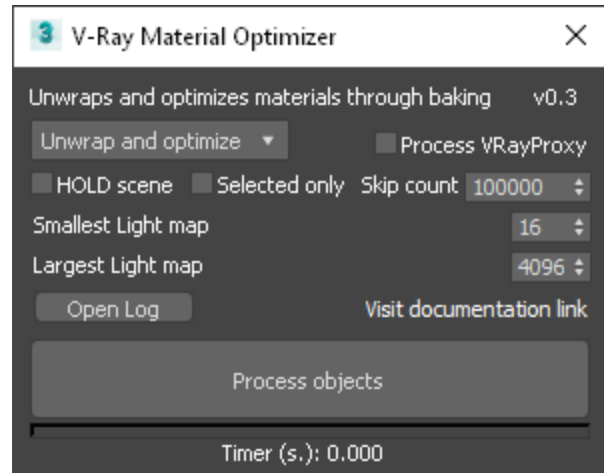


Materials

- Added SideColor option representing Fresnel in V-RayMtl [i](#)

MAX Script

- V-Ray Material Optimizer MAX script for texture baking and material simplification [i](#)



Modified Features

License Server

- Updated Online License Server in installer to 5.5.0

Bug Fixes

Materials

- Serialization mismatch crash in certain situations with **AlphaComposite** blend mode in **V-RayMtl**
- Refraction input clamping colors above 1.0

Lights

- LightMesh not exporting correctly when set to "Invisible"

Installer

- Standalone Render Server installation fails to locate vray.exe