

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.

System Requirements

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

Try V-Ray

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

Install V-Ray

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

License Settings

Find some detailed information about Licensing and configuring license settings.

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.

Silent Install and Uninstall

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

Uninstall

How to Uninstall V-Ray page provides information about V-Ray uninstaller.

Run V-Ray from an Arbitrary Location

Check how to run V-Ray from an arbitrary location instead of installing it locally.

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.