

Supported Features

This page provides information on supported features in V-Ray for Cinema 4D, based on the rendering type and hardware architecture.

Rendering

Feature	V-Ray	V-Ray GPU
Cinema 4D Team Render ⁶	✓	✓
Stereoscopic Rendering	✓	✓
Resumable Rendering	✓	✓
Viewport Interactive Rendering	✓	✓

Geometry

Feature	V-Ray	V-Ray GPU
V-Ray Proxy	✓	✓
V-Ray Scene ³	✓	✓
Geometry tag	✓	✓
Object Properties tag	✓	✓
V-Ray Fur	✓	✓
V-Ray Clipper	✓	✓ (without Mesh mode)
Cinema 4D Floor	✓	✓
Renderable Spline tag	✓	✓
Perfect Sphere	✓	✓
V-Ray Enmesh	✓	✓
V-Ray Decal	✓	✓
V-Ray Particles	✓	✓
Chaos Scatter	✓	✓

Render Elements

Feature	V-Ray	V-Ray GPU
Preset: Back to Beauty	✓	✓
Atmospheric Effects	✓	✓
Background	✓	✓
Bump Normals	✓	✓
Caustics	✓ (Production mode)	✗
Coat Specular	✓	✓
Coat Filter	✓	✗
Coat Glossiness	✓	✗

Coat Reflection	✓	✓
Coverage	✓	✗
Cryptomatte	✓	✓
Denoiser	✓	✓
Diffuse	✓	✓
Extra Tex(ture)	✓	✓
GI	✓	✓
LightMix	✓	✓
Light Select	✓	✓
Lighting	✓	✓
Material ID	✓	✓
Material Select	✓	✗
Matte Shadow	✓	✗
Metalness	✓	✗
Multi Matte	✓	✗
Multi Matte ID	✓	✗
Normals	✓	✓
Object ID	✓	✓
Object Select	✓	✗
Raw Coat Filter	✓	✓
Raw Coat Reflection	✓	✓
Raw Sheen Filter	✓	✓
Raw Sheen Reflection	✓	✓
Raw GI	✓	✗
Raw Light	✓	✗
Raw Reflection	✓	✗
Raw Refraction	✓	✗
Raw Shadow	✓	✗
Raw Total Light	✓	✗
Reflect IOR	✓	✗
Reflection	✓	✓
Reflection Filter	✓	✓
Reflection Glossiness	✓	✗
Reflection Highlight Glossiness	✓	✗
Refraction	✓	✓
Refraction Filter	✓	✓
Refraction glossiness	✓	✗
Render ID	✓	✓
Sheen	✓	✓

Sheen Glossiness	✓	✓
Sheen Filter	✓	✓
SSS	✓	✓
Sample Rate	✓	✓
Sampler Info	✓	PARTIAL ⁸
Self Illumination	✓	✓
Shadow	✓	✓
Specular	✓	✓
Toon	✓	✗
Total Light	✓	✗
Velocity	✓	✓
Z Depth	✓	✓

Textures ¹⁰

Feature	Type	V-Ray	V-Ray GPU
VRayAColorOP	Classic	✓	✓
VRayBitmap	Classic+Node	✓	✓
VRayC4DBake	Classic	✓	✓
VRayCurvature	Classic+Node	✓	✓
VRayDirt	Classic+Node	✓	PARTIAL
VRayDistance	Classic+Node	✓	✓
VRayFalloff	Classic+Node	✓	✓
VRayFresnel	Classic+Node	✓	✓
VRayHairSampler	Classic+Node	✓	✓
VRayLayered	Classic+Node	✓	✓
VRayMix	Classic+Node	✓	✓
VRayMultiSubTex	Classic+Node	✓	✓
VRayNormalMap	Classic+Node	✓	✓
VRayOCIO	Classic+Node	✓	✓
VRayRamp	Classic+Node	✓	✓
VRaySamplerInfo	Classic+Node	✓	✓
VRaySky	Classic	✓	✓
VRaySoftbox	Classic+Node	✓	✓
VRayTriPlanar	Classic+Node	✓	✓
VRayUVWChannel	Classic+Node	✓	✓
VRayUVWRandomizer	Classic+Node	✓	PATIAL (Except TriPlanar texture)
VRayUserColor	Classic	✓	✓
VRayUserScalar	Classic	✓	✓
VRayUserInteger	Classic	✓	✓
Cellular	Node	✓	✓

Checker	Node	✓	✓
Color Arithmetic	Node	✓	✓
Color Channel	Node	✓	✓
Color Correction	Node	✓	✓
Color	Node	✓	✓
Color Range	Node	✓	✓
Color to Float	Node	✓	✓
Color to UVW	Node	✓	✓
Combine Color	Node	✓	✓
Compose Color	Node	✓	✓
Bump to Glossiness	Node	✓	—
Edges	Node	✓	✓
Float Arithmetic	Node	✓	✓
Float to Color	Node	✓	✓
Invert Float	Node	✓	✓
Invert	Node	✓	✓
Luminance	Node	✓	✓
Maxon Noise	Node	✓	✓
Noise Max	Node	✓	✓
Particle Sampler	Node	✓	PARTIAL
Remap	Node	✓	✓
RGB to HSV	Node	✓	✓
Smoke	Node	✓	✓
Splat	Node	✓	BAKED
Stucco	Node	✓	BAKED
Tiles	Node	✓	BAKED
UVW Object	Node	✓	✓
UVW Place 2D	Node	✓	✓
UVW Projection	Node	✓	✓
UVW to Color	Node	✓	✓
UVW Transform	Node	✓	✓
Value ⁵	Node	✓	✓
Vector Product	Node	✓	✓
Vertex Color	Node	✓	✓

Overrides

Feature	V-Ray	V-Ray GPU
Material Override	✓	✓

Effectors

Feature	V-Ray	V-Ray GPU
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MoGraph Shader	✓	✓
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Camera

Feature	V-Ray	V-Ray GPU
Cinema 4D Camera	PARTIAL (Except: Dimetric, Military, Gentleman, Frog, Bird)	PARTIAL (Except: Dimetric, Military, Gentleman, Frog, Bird)
V-Ray Camera	✓	✓

Special Object

Feature	V-Ray	V-Ray GPU
Cinema 4D Stage ⁴	✓	PARTIAL

Mograph Objects

Feature	V-Ray	V-Ray GPU
Cloner	✓	PARTIAL
Matrix	✓	PARTIAL

Cinema 4D Shaders

Feature	V-Ray	V-Ray GPU
Standard Material ¹¹	PARTIAL	PARTIAL
Color	✓	✓
Fresnel	PARTIAL	PARTIAL
Gradient	PARTIAL (Except Turbulence)	PARTIAL (Except Turbulence)
Noise	✓	✓
Colorizer	✓	✓
Filter	PARTIAL	PARTIAL ²
Fusion	PARTIAL (Except: Soft Light, Dodge, Burn, Darken, Levr blend modes)	PARTIAL (Except: Soft Light, Dodge, Burn, Darken, Levr blend modes)
Layer	PARTIAL	PARTIAL
Posterizer	BAKED	BAKED
Effects		
Ambient Occlusion	✗	✗
Backlight	✗	✗
ChanLum	✗	✗

Distorter	✖	✖
Falloff	✔	✔
Lens Distortion	✖	✖
Lumas	✖	✖
Normal Direction	✖	✖
Normalizer	✖	✖
Pixel	✖	✖
Projector	PARTIAL (Except: Flat, Cubic, Frontal, Spatial, Shrink Wrapping)	PARTIAL (Except: Flat, Cubic, Frontal, Spatial, Shrink Wrapping)
Proximal	✖	✖
Ripple	✖	✖
Spectral	✖	✖
Spline	✖	✖
Subsurface Scattering	✖	✖
Terrain Mask	✖	✖
Thin Film	✖	✖
Variation	✖	✖
Vertex Map	✔	✔
Weathering	✖	✖
MoGraph		
Beat Shader	BAKED	BAKED
Camera Shader	BAKED	BAKED
Color Shader	BAKED	BAKED
Multi Shader	BAKED	BAKED
Sketch and Toon		
Art	BAKED	BAKED
Cel	BAKED	BAKED
Hatch	BAKED	BAKED
Spots	BAKED	BAKED
Surfaces		
Brick	BAKED	BAKED
Checkerboard	✔	✔
Cloud	BAKED	BAKED
Cyclone	BAKED	BAKED
Display Color	BAKED	BAKED
Earth	BAKED	BAKED

Fire	BAKED	BAKED
Flame	BAKED	BAKED
Formula	BAKED	BAKED
Galaxy	BAKED	BAKED
Marble	BAKED	BAKED
Metal	BAKED	BAKED
Pavement	BAKED	BAKED
Planet	BAKED	BAKED
Rust	BAKED	BAKED
Simple Noise	✓	✓
Simple Turbulence	BAKED	BAKED
Starfield	BAKED	BAKED
Stars	BAKED	BAKED
Sunburst	BAKED	BAKED
Tiles	BAKED	BAKED
Venus	BAKED	BAKED
Water	BAKED	BAKED
Wood	BAKED	BAKED
Moves Face Shader	BAKED	BAKED
Polygon Hair	BAKED	BAKED
Substance Shader	BAKED	BAKED

Particle Systems Channels

Particle Type	Channel
Thinking Particles Group	Particle ID Position Velocity Radius Color Age Transformation
X-Particles	Particle ID Position Velocity Radius Color Age Lifespan Transformation

Cinema 4D Emitter	Particle ID Position Velocity Radius Age Transformation
MoGraph Generators (Matrix, Cloner)	Particle ID Position Radius Color Transformation

Redshift Shaders ⁹

Feature	V-Ray	V-Ray GPU
Texture	✓	✓
Wireframe	✓	✓
Maxon Noise	✓	✓
Curvature	✓	✓
Fresnel	✓	✓
Ramp	✓	✓
Bump Blender	✓	✓
Material (Legacy)	✓	✓
Ambient Occlusion	✓	✓
Scalar Ramp	✓	✓
Color Constant	✓	✓
Color Maker	✓	✓
Color Splitter	✓	✓
Incandescent	✓	✓
Color Layer	✓	✓
Material Layer	✓	✓
Material Blender	✓	✓


MoGraph Shaders ¹²

Feature	V-Ray	V-Ray GPU
Multi Shader	✓	✓
Color Shader	✓	✓

Tags

Feature	V-Ray	V-Ray GPU
Compositing	✓	✓

Footnotes

Cinema 4D shaders marked as  are supported by V-Ray via the **Bake Cinema 4D Shaders** option available in **Render Settings > Overrides > Textures** or via the **VRayC4DBake** texture.

V-Ray for Cinema 4D 2023 and newer supports native OCIO color management.

1. The new Progressive Caustics method works only with the Progressive Image Sampler and on CPU.
2. The **Spline Interpolation** is currently not supported. The **Colorize** option is not supported at the moment. Positive values for **Lightness** in the native Filter shader do not currently produce the expected results.
3. Currently, V-Ray Scene does not import V-Ray Sky in Cinema 4D. V-Ray Scene does not refresh when working with Interactive rendering.
4. Currently, only the [V-Ray Physical Camera](#) and Python tags work with the Cinema 4D **Stage** environment.
5. Vector2d, Vector4d and TimeValue Data Type are not supported.
6. V-Ray Output System is not compatible with Cinema 4D Team Render. Performing single frame renders with enabled denoiser and lens effects can lead to unwanted results.
7. [Fire Lights](#) and [Volume Light Cache](#) options, as well as isosurface rendering and meshing, are not supported with V-Ray GPU.
8. Not all render elements produced by the Sampler Info render element are supported or produce the same results both in CPU and GPU. *For a full list of the produced render elements and their support, see the [Sampler Info Re page](#).*
9. Redshift shaders are supported by V-Ray provided the [Convert Materials](#) tool is used to convert the Redshift nodes first.
10. V-Ray Node textures are also supported on both CPU and GPU when converted to Classic materials using the [Convert Materials](#) tools.
11. Only Color (except Model Oren-Nayar), Brightness, Diffusion, Transparency are supported.
12. The MoGraph Shader are only available for the [V-Ray Classic Materials](#); however, note that classic materials can be converted into nodes using the [Convert Materials](#) tools.