

Rendering with V-Ray

GPU Rendering

GPU rendering allows V-Ray to perform raytracing calculations on the GPUs installed in the system.

Interactive Rendering

V-Ray Interactive Rendering (IR) provides interactive rendering using the V-Ray and V-Ray GPU renderers.

Viewport Rendering

Viewport Rendering (VPR) is a render output overlay on top of SketchUp's viewport. With Viewport Rendering, the scene is rendered interactively and if changes are made, the rendered result is updated.

V-Ray Vision

V-Ray Vision is a real-time viewer introduced with the release of V-Ray 5 for SketchUp.

V-Ray Batch Render

V-Ray Batch Rendering allows for scenes to be set with tabs and rendered with one button.

Supported Rendering Features

This page provides tables of features supported in CPU and GPU rendering with V-Ray in SketchUp.

Chaos Cloud Rendering

V-Ray for SketchUp provides in-built integration with Chaos Cloud, allowing you to submit render jobs to the cloud directly from SketchUp.

Chaos Cloud Collaboration

Upload images from the VFB to the Chaos Cloud Collaboration where other users can add comments and annotations.

V-Ray Swarm Rendering

V-Ray Swarm controls V-Ray Distributed Rendering on each render node machine; the actual rendering is handled by V-Ray Standalone.

Resumable Rendering

Resumable Rendering is the ability to have incomplete renders resume where they left off from the previous session.