

What's New in V-Ray 5

Official release

Date - November 9, 2020

Release Notes: [V-Ray 5](#)

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V-RAY VISION

Now with [V-Ray Vision](#) you can visualize your designs in real-time while you work in SketchUp. Move around your model, apply materials, set up lights and cameras—all in a live real-time view of your scene. And when you're ready for photo quality renders, V-Ray is ready to go. With [V-Ray Vision](#) you can:

- Explore your designs in real-time
 - Produce images from multiple camera angles
 - Create 360 panoramas
 - Render animations in real-time
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LIGHTING MADE EASY

Adjust the lights in your scene even after you render. With [Light Mix](#), once your scene is rendered, you can interactively adjust the brightness and color of any light without having to render again

POST-PROCESS YOUR RENDERS RIGHT IN V-RAY

V-Ray 5 features a [new V-Ray Frame Buffer](#). With built-in compositing, you can make color corrections, combine render elements, and save them as presets to be used in the future - all without needing another app.

SEE YOUR DESIGNS IN THEIR BEST LIGHT

[Light Gen](#) is a new V-Ray tool that automatically generates thumbnails of your SketchUp scene each one presenting a unique lighting scenario. Choose your favorite look and you're ready to render.

NEW LAYERED V-RAY MATERIAL

The [V-Ray Material](#) now includes built-in Coat and Sheen layers. [Coat](#) makes it easy to create materials with reflective coatings like varnished wood, and [Sheen](#) makes it easy to create fabrics like silk, satin, and velvet.

IMPROVED CONTOUR RENDERING

The [global Contours control](#) gives you more control over linework, making it easier than ever to give your renders an illustrative look.

IMPROVED MATERIAL LIBRARY

Efficiently browse and download from a [library](#) of over 500 render-ready, high-resolution materials including metals, glass, wood, and more.

IMPROVED SUN AND SKY MODEL

Render your scene at the perfect light of magic hour. The Improved [Sun & Sky](#) model is more accurate, with a better-looking sunrise and sunset, even as the sun dips below the horizon.

ADD RANDOMNESS FOR REALISM

To create more realistic materials, we've added new tools that randomize textures and colors. The [VRayUVWRandomizer](#) lets you randomize texture coordinates and includes Stochastic Tiling that automatically fixes repeating textures.

DIRT AND WEATHERING

Give your SketchUp models a weathered look with the improved [V-Ray Dirt texture](#). Add dirt and streaks anywhere—in corners or across entire surfaces.

V-RAY CORE

Optimized V-Ray core and improved V-Ray GPU for an even faster and more stable rendering experience.

NEW SOFTWARE ARCHITECTURE

Much faster scene loading and scene export thanks to the newly refactored V-Ray backend.

NEW API DOCUMENTATION

For developers looking to create and connect tools with V-Ray for SketchUp, we've added a [new fully documented API](#) to make it as easy as possible.