

# V-Ray 5

## Build 5.20.00

*Official release*

**Date** – 2 December, 2021

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### New Features and Improvements

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- Support for Nuke 13.0

#### **VRayVolumeGrid**

- Support for asynchronous loading of simulation cache and viewport preview

#### **VRayCamera/VRayScene**

- Allow camera transform and parameter override from render camera in vrscene
- VRayStandalone with VFB2 support
- Redesigned installer

### Modified Features and Bug Fixes

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- VRayTexBitmap texture output format is affected by the project setting format
- Animated TexBitmap does not render on GPU via VRayStandalone
- Missing exported keyframe with motion blur duration below 1 frame
- Light linked via LightLinker as included type but without linked objects affects non-linked objects
- Incorrect output of Project3D using native Nuke texture on GPU
- Pixel outside projection view via Project3D using native Nuke texture is not transparent
- Random failing VRayTranslator export with "Unable to write to file, empty vrscene filename" message

## Build 5.00.00

*Official release*

**Date** – 14 October, 2020

### New Features and Improvements

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- Support for Nuke 12.2
- VRaySunSky : Added "Improved" sky model
- VRaySunSky : Added albedo blend angle and horizontal offset and regroup all albedo options in a new Ground Albedo rollout.
- VRayRenderElement (LightSelect) : Added Light Path Expressions (LPE)
- VRayRenderElement (LightSelect) : Added Indirect and Subsurface light select mode
- VRayMtl : Added Coat layer
- VRayMtl : Added Sheen layer
- VRayMtl : Added Metalness
- VRayEnvironmentFog : Added colored transparency
- VRayPluginMtl : Implemented VRayPlugin-based generic material node with automatic user interface creation based on plugin description