# What's New in V-Ray 5, update 2

Official Release

Date: Dec 08, 2021

Release Notes: V-Ray 5

Download V-Ray for Cinema 4D

#### **Materials Now Available in Cosmos**

In addition to high-quality 3D models and HDRI skies, Chaos Cosmos now includes 200 high-resolution V-Ray materials that are ready to render just the way you want.



#### **New Randomization Options**

The new V-Ray UVW Randomizer with Stochastic tiling helps you add natural variety to materials for extra realism, and eliminates the problem of texture tiling artifacts.

#### **Live Link with Chaos Vantage**

If you're working with an NVIDIA RTX graphics card, you can use the new Liv e Link between V-Ray for Cinema 4D and Chaos Vantage to see a real-time ray-traced view of your scene.

#### Blur and Sharpen in the VFB

Adjust the details of your renders using the new Blur and Sharpen layers right in the V-Ray Frame Buffer. No need for a separate post-processing app!





**GPU Light Cache** 

V-Ray Light Cache now runs on your GPU, so your renders start faster.



**Light Instancing** 

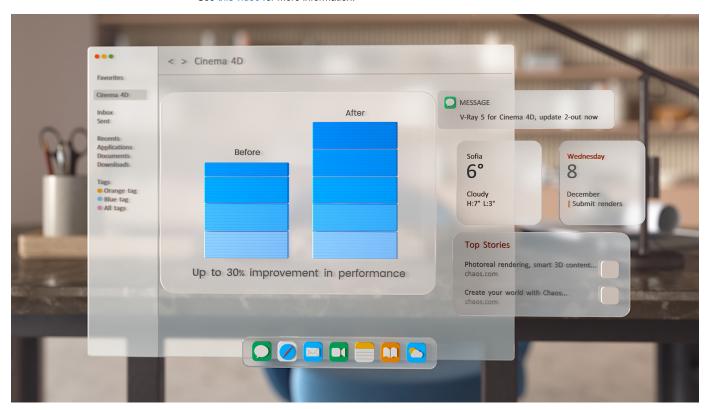
Work with multiple lights more efficiently, and improve performance with new V-Ray Light instancing.



**Support for Apple M1 Processors** 

MacOS users can now unleash the full power of their M1-powered devices with native support for Apple's new ARM-based processors.

See this video for more information.



### V-Ray Render Masks

Make changes to any object or group of objects in your scene even after you' ve rendered. No need to re-render the whole image.

## V-Ray Scene Import

Import and render V-Ray scenes from other applications, or share render-ready V-Ray for Cinema 4D content.