

3ds Max

This page provides information about the supported .vrscene features exported from V-Ray for 3ds Max.

Chaos Vantage has better support for .vrscene files exported from **V-Ray Next** and later. It is recommend to use the latest officially released **V-Ray** version.

Lights

Physical Camera

Geometry

Native Name	V-Ray Plugin Name	Support
Chaos Scatter	GeomInstancer	✓
V-Ray Clipper	VRayClipper	✗
V-Ray Decal	VRayDecal	✓
V-Ray Displacement:		
2D Mapping	GeomDisplacedMesh	partial
3D Mapping	GeomDisplacedMesh	✓
Subdivision	GeomStaticSmoothedMesh	✓
V-Ray Enmesh	GeomEnmesh	✗
V-Ray Fur	GeomHair	✓
V-Ray Instancer	Instancer	✓
V-Ray MetaBall	–	–
V-Ray Plane	GeomPlane	✗
V-Ray Proxy	GeomMeshFile	✓
V-Ray Scene	VRayScene	✓
V-Ray Sphere	–	–
V-Ray VolumeGrid	PhxShaderSimVol	✗

Environment

Native Name	V-Ray Plugin Name	Support
VRayEnvironmentFog		✓

Materials

Native Name	V-Ray Plugin Name	Support
V-Ray ALSurface	BRDFALSurface	• Diffuse • Diffuse strength • Reflect color • Reflect strength • Reflect roughness • Reflect IOR • Reflect distribution GGX
VRayBlendMtl	BRDFLayered	• Base material • Coat materials • Blend amount color • Blend amount texture • Blend amount
VRayBumpMtl	BRDFBump	• Base material • Bump map • Bump amount
VRayCarPaintMtl	BRDFCarPaint	• Base color • Base reflection • Base glossiness • Coat color • Coat strength • Coat glossiness
VRayCarPaintMtl2	BRDFCarPaint2	• Base color • Base reflection • Base glossiness • Base glossiness tail • Coat color • Coat amount • Coat ior • Coat glossiness
VRayLightMtl	BRDFLight	• Color • Color multiplier
VRayScatterVolume	BRDFScatterVolume	• Overall color • Scatter Color
VRayFastSSS2	BRDFS2Complex	• IOR • Subsurface color • Specular color • Specular amount • Specular glossiness
VRayStochasticFlakesMtl	BRDFStochasticFlakes	• Hilight glossiness • Reflection filter • BRDF Type: GGX

Two Sided	Mtl2Sided	• Front Material • Back Material • Translucency
VRayToonMtl	BRDFToonMtl	Loads as BRDFVRayMtl, toon parameters are ignored.
VRayPointParticleMtl	BSDFPointParticle	Loads as a simple diffuse BRDF.
VRayFlakesMtl	BRDFFlakes	✗
VRayFlakesMtl2	BRDFFlakes2	✗
VRayGLSMtl	MtlGLSL	✗
VRayMDLMtl	MtlMDL	✗
VRayHairNextMtl	BRDFHair4	• Melanin • Pheomelanin • Dye color • Diffuse color • Glossiness • Primary glossiness • Softness • Highlight shift • IOR • Glint • Gray hair density • Randomizations • Primary tint • Secondary tint • Transmission tint
VRayMtlWrapper	MtlWrapper	• Base material
VRayOSLMtl	MtlOSL	✗
VRayOverrideMtl	MtlOverride	• Base material • GI material • Reflect material • Refract material
VRayPluginNodeMtl		✗
VRayScannedMtl	BRDFScanned	✗
VRaySwitchedMtl	MtlMulti	• Material 0
VRayVectorDisplBake		✗
VRayVRmatMtl	MtlVRmat	✗

VRayMtl

UI

▼ **Basic parameters**

Diffuse

☐

Preset

Custom ▼

Roughness

0.0

☐☒

Bump map

30.0

☐

Reflection

☐

Max depth

8

Glossiness

1.0

☐☐

Reflect on backside

☒ Fresnel reflections

☐

Dim distance

100.0

Fresnel IOR

L

1.6

☐

Dim fall off

0.0

Metalness

0.0

☐

Affect channels

Color only ▼

Refraction

☐

Max depth

8

Glossiness

1.0

☐☒

Affect shadows

IOR

1.6

☐

Affect channels

Color only ▼

☐ Abbe number

50.0

☐

Thin-walled

Translucency	None ▼	Illumination	Uniform ▼
Fog color	<input type="color"/>	Scatter color	<input type="color"/>
Depth (cm)	1.0 ▲▼	SSS amount	1.0 ▲▼

Self-illumination	<input type="color"/>	☐	GI	Mult	1.0 ▲▼
☐ Compensate camera exposure					

▼ **Coat parameters**

Coat amount	0.0 ▲▼	☐	Coat color	<input type="color"/>	☐
Coat glossiness	1.0 ▲▼	☐	☐ Lock coat bump to base bump		
Coat IOR	1.6 ▲▼	☐	☒ Coat bump	30.0 ▲▼	☐

▼ **Thin Film parameters**

☐ Enable thin film	IOR	1.47	▼
Min thickness (nm)	250.0	▼	
Max thickness (nm)	400.0	▼	

▼ **Sheen parameters**

Sheen color	<input type="color" value="black"/>	☐
Sheen glossiness	0.8	▼

▼ **BRDF**

Microfacet GTR (GGX)	▼	Anisotropy	0.0	▼
☒ Use glossiness		Rotation	0.0	▼
☐ Use roughness		☒ Local axis	X	Y
GTR tail falloff	2.0	☐ Map channel	1	

▼ **Options**

☒ Trace reflections

☒ Trace refractions

Cutoff 0.001

Env. priority 0

Preserve energy RGB

☒ Double-sided

☒ Use irradiance map

☒ Fog system units scaling

☐ Effect ID 0

Opacity mode Stochastic

▼ Maps

Diffuse	☒	100.0	↕	No Map
Reflection	☒	100.0	↕	No Map
Glossiness	☒	100.0	↕	No Map
Refraction	☒	100.0	↕	No Map
Glossiness	☒	100.0	↕	No Map
Opacity	☒	100.0	↕	No Map
Bump	☒	30.0	↕	No Map
Displace	☒	100.0	↕	No Map
Self-illumination	☒	100.0	↕	No Map
Diff. rough.	☒	100.0	↕	No Map
Fresnel IOR	☒	100.0	↕	No Map
Metalness	☒	100.0	↕	No Map
Anisotropy	☒	100.0	↕	No Map
An. rotation	☒	100.0	↕	No Map
GTR tail falloff	☒	100.0	↕	No Map
IOR	☒	100.0	↕	No Map
Translucent	☒	100.0	↕	No Map
Translucent amount	☒	100.0	↕	No Map
Fog color	☒	100.0	↕	No Map
Fog depth	☒	100.0	↕	No Map
Coat amount	☒	100.0	↕	No Map
Coat glossiness	☒	100.0	↕	No Map
Coat IOR	☒	100.0	↕	No Map
Coat color	☒	100.0	↕	No Map
Coat bump	☒	30.0	↕	No Map

Thin Film Thickness	☒	100.0	No Map
Thin Film IOR	☒	100.0	No Map
Sheen color	☒	100.0	No Map
Sheen glossiness	☒	100.0	No Map
Environment	☒		No Map

Maps

		Native Name	V-Ray plugin Name	Support	Note
General Maps	 Advanced Wood	Advanced Wood	–		
		BerconGradient	TexBerconGrad		
		BerconMapping	TexBerconDistortion		
		BerconNoise	TexBerconNoise		
		BerconTile	TexBerconTile		Not supported in bump and opacity mapping
		BerconWood	TexBerconWood		
	 Bitmap	Bitmap	TexBitmap		
	 BlendedBoxMap	BlendedBoxMap	–		
	 Camera Map Per Pixel	Camera Map Per Pixel	–		
	 Cellular	Cellular	TexCellular		Not supported in bump and opacity mapping
	 Checker	Checker	TexChecker		Not supported in bump and opacity mapping
	 ColorCorrection	ColorCorrection	ColorCorrection		Not supported in bump and opacity mapping
	 ColorCorrect	ColorCorrect ¹	ColorCorrect		Not supported in bump and opacity mapping
	 ColorMap	ColorMap	TexMaxGamma		
	 Compound	Compound	-		
	 Combustion	Combustion ¹	–		
		Complex Fresnel	TexComplexFresnel		
	 Composite	Composite	TexLayeredMax		Not supported in bump and opacity mapping
	 Dent	Dent	TexDent		
	 Falloff	Falloff	TexFalloff		Not supported in bump and opacity mapping
		ForestColor	TexForestColor		Not supported in bump and opacity mapping

 Gradient	Gradient	TexGradient	✓	Not supported in bump and opacity mapping
 Gradient Ramp	Gradient Ramp	TexGradRamp	✓	Not supported in bump and opacity mapping
 Map Output Selector	Map Output Selector	–	✗	
 Marble	Marble	TexMarbleMax	✓	Not supported in bump and opacity mapping
 Mask	Mask	TexMaskMax	✓	Not supported in bump and opacity mapping
 Mix	Mix	TexMix	✓	Not supported in bump and opacity mapping
	MultiTexture	TexMultiX	✓	Not supported in bump and opacity mapping
 MultiTile	MultiTile	–	✗	
 Noise	Noise	TexNoiseMax	✓	Not supported in bump and opacity mapping
 OSL Map	OSL Map	TexOSL	✗	
 Output	Output	TexOutput	✓	Not supported in bump and opacity mapping
 Particle Age	Particle Age	–	✗	
 Particle MBlur	Particle MBlur	–	✗	
 Perlin Marble	Perlin Marble	–	✗	
 RGB Multiply	RGB Multiply	TexRGBMultiplyMax	✓	Not supported in bump and opacity mapping
 RGB Tint	RGB Tint	TexRGBTintMax	✓	Not supported in bump and opacity mapping
	SigerScratches	TexSigerScratches	–	
 ShapeMap	ShapeMap	–	✗	
 Smoke	Smoke	TexSmoke	✓	Not supported in bump and opacity mapping
 Speckle	Speckle	TexSpeckle	✓	Not supported in bump and opacity mapping
 Splat	Splat	TexSplat	✓	Not supported in bump and opacity mapping
 Stucco	Stucco	TexStucco	✓	Not supported in bump and opacity mapping
 Substance	Substance	–	✗	
 Substance2	Substance2	RawBitmapBuffer	✓	
 Swirl	Swirl	TexSwirl	✓	Not supported in bump and opacity mapping
 TextMap	TextMap	–	✗	
 TextureObjMask	TextureObjMask	–	✗	
	Thin Film	TexThinFilm	✓	
 Tiles	Tiles	TexTiles	✓	Not supported in bump and opacity mapping
 Vector Displacement	Vector Displacement	–	✗	

	 Vector Map	Vector Map	–	✗	
	 Vertex Color	VertexColor	TexUVW	✓	Not supported in bump and opacity mapping
	 Waves	Waves	TexWaves	✗	
V-Ray Maps	 VRayBitmap	VRayBitmap (VRayHDR I)	TexBitmap	✓	
	 VRayBump2Normal	VRayBump2Normal	–	✗	
	 VRayColor	VRayColor	TexAColor	✓	Not supported in bump and opacity mapping
	 VRayColor2Bump	VRayColor2Bump	–	✗	
	 VRayCompTex	VRayCompTex	TexCompMax	✓	Not supported in bump and opacity mapping
	 VRayCurvature	VRayCurvature	TexCurvature	✗	
	 VRayDirt	VRayDirt	TexDirt	✗	
	 VRayDistanceTex	VRayDistanceTex	TexDistance	✗	
	 VRayEdgesTex	VRayEdgesTex	TexEdges	Partial	'Color' parameters only Not supported in bump and opacity mapping
	 VRayFakeFresnelTex	VRayFakeFresnelTex ²	–	✗	
	 VRayGLSLTex	VRayGLSLTex	MtlGLSL	✗	
	 VRayHairInfoTex	VRayHairInfoTex	TexMaxHairInfo	✗	
	 VRayHDRI	VRayHDRI (VRayBitmap)	TexBitmap	✓	
	 VRayICC	VRayICC	TexICC	✗	
	 VRayLut	VRayLut	TexLut	✗	
	 VRayMultiSubTex	VRayMultiSubTex	TexMulti	✓	Not supported in bump and opacity mapping
	 VRayNoiseTex	VRayNoiseTex	TexNoiseMax	✓	Not supported in bump and opacity mapping
	 VRayNormalMap	VRayNormalMap	TexNormalBump	✓	
	 VRayOCIO	VRayOCIO	TexOCIO	✗	
	 VRayOSLOutputSelector	VRayOSLOutputSelector	TexOSLOutputSelector	✗	
	 VRayOSLTex	VRayOSLTex	TexOSL	✗	
	 VRayParticleTex	VRayParticleTex	TexParticleDiffuse	✗	
	 VRayPointCloudColor	VRayPointCloudColor	TexMaxPointCloudColor	✗	
	 VRayPluginNodeTex	VRayPluginNodeTex	–	✗	
	 VRayPtex	VRayPtex	TexPtex	✗	

 VRaySamplerInfoTex	VRaySamplerInfoTex	–	✗	
 VRaySky	VRaySky	TexSky	✓	Not supported in bump and opacity mapping
 VRaySoftbox	VRaySoftbox	TexSoftbox	✗	
 VRayTriplanarTex	VRayTriplanarTex	TexTriplanar	✓	Not supported in bump and opacity mapping
 VRayUserColor	VRayUserColor	TexUserColor	✗	
 VRayUserScalar	VRayUserScalar	TexUserScalar	✗	
 VRayUVWRandomizer	VRayUVWRandomizer	TexUVWRandomizer	✓	Not supported in bump and opacity mapping

Notes

1. This feature is not available in 3ds Max 2024.
2. This feature is not available in V-Ray 6 and above.