

What's New in V-Ray 6, Beta

Beta release

Date - Jul 13, 2022

Release notes: [V-Ray 6, Beta](#)

V-Ray 6 for Maya, beta is here.

This new version brings in powerful tools that will enable you to create faster and render better than ever before. Explore all that's new, and help us make V-Ray 6 our best version yet.

Procedural Clouds

Craft just the right cloudy sky for your environment in just a few clicks with V-Ray's new procedural clouds system.

[Learn more](#)



V-Ray Enmesh

Apply intricate geometric patterns across surfaces as many times you like, at no extra memory cost. Create beautiful chain mails, fences, knitted fabrics, fences, and much more in just a few clicks.

[Learn more](#)



Thin Film Layer

Create realistic soap bubbles, oil spills, and more with the new [Thin Film option](#) in the V-Ray Material.



Finite Dome light mode

Elevate your HDRI environment renders with the new, more flexible ground projection capabilities of the [V-Ray Dome Light](#). Set the scale of a dome light, and have full control over blend settings with the new finite mode.

Infinite
Finite





Enhanced V-Ray Material energy preservation

Render even more physically accurate rough metals and other reflective surfaces with enhanced [V-Ray Material](#) energy preservation.



V-Ray Decal with Displacement

You can now use [V-Ray Decal](#) to add displacement to any surface for even more realistic cracked walls, rocks, embossed lettering, and more.

off
on



Streamlined USD Support

Experience a [USD](#) workflow that's smoother than ever. Export V-Ray Materials as USD Preview Surfaces and have V-Ray assets displayed in various non-V-Ray viewports. [Plu
s more.](#)

V-Ray Material Faster Translucency

Render translucent materials even faster with a brand-new [V-Ray Material SSS mode](#).

Light Cache in IPR

IPR can now use the Light Cache GI, making IPR and production renders identical.

VFB Panorama Viewer

You can now preview your spherical panorama renders while rendering, right from your [V-Ray Frame Buffer](#).

Composition Guides Layer in VFB

Fine-tune your scenes' compositions without a separate application. With customizable overlays, the new composition guides layer in the VFB allows you to easily experiment and enhance your image compositions. Find out more at V-Ray Frame Buffer Layers. *Find out more at [V-Ray Frame Buffer Layers](#).*

Enhanced Chaos Cloud Experience

Submitting to the Chaos Cloud now happens in a separate process, which leaves the Maya interface free so that users can continue working. *See the [Chaos Cloud](#) page.*

Portable Installation

The V-Ray installation file can be unpacked and used as a portable version, instead of the old archive versions.

[Learn more](#)

V-Ray Profiler

Get reports on the time spent calculating materials in your scenes. Paired with the memory tracker, you now have a complete toolset for monitoring and managing rendering performance.

[Learn more](#)

And more. [See the complete feature list>](#)