

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	BRDFSSS2Complex	• 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

☐

Dim distance

100.0

☒ Fresnel reflections

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**

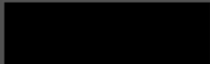
Coat amount	0.0 ▲▼	☐	Coat color	<input type="color"/>	☐
Coat glossiness	1.0 ▲▼	☐	☐ Lock coat bump to base bump		
Coat IOR	1.6 ▲▼	☐	☒ Coat bump	30.0 ▲▼	☐

▼ **Thin Film parameters**

☐ Enable thin film IOR 1.47 ▲▼

Min thickness (nm) 250.0 ▲▼ Max thickness (nm) 400.0 ▲▼

▼ **Sheen parameters**

Sheen color  

Sheen glossiness 0.8 ▲▼ 

▼ **BRDF**

Microfacet GTR (GGX) ▼ Anisotropy 0.0 ▲▼

☒ Use glossiness Rotation 0.0 ▲▼

☐ Use roughness ☒ Local axis X Y Z

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.