

# Installation

To run V-Ray, you have to:

1. [Step 1: Install V-Ray](#)
2. [Step 2: Activate your license](#)
3. [Step 3: Load V-Ray in Maya](#)

## Overview

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This guide provides steps on installing V-Ray for Maya.

Trial users should refer to the [Trial installation of V-Ray for Maya](#), as the process differs from the one shown here.

Refer to this [page](#) if you use the Personal Learning Edition of V-Ray for Maya.

The V-Ray installer can be unpacked and used as a [portable version](#).

[Get the latest V-Ray for Maya](#)

Please check the [system requirements](#) before installation. The V-Ray installer will automatically remove any previous versions.

If you experience any problems, please check the [Troubleshooting section](#).

Installing V-Ray for Maya gives you access to:

- [V-Ray](#)
- [V-Ray GPU](#)
- [Chaos Cosmos](#)
- [Chaos Collaboration](#)
- [Chaos Cloud](#)
- [Additional V-Ray tools](#)
- [V-Ray Standalone](#)
- [V-Ray SDK](#)
- [V-Ray AppSDK](#)

## OS Specifics

## Running the Installer

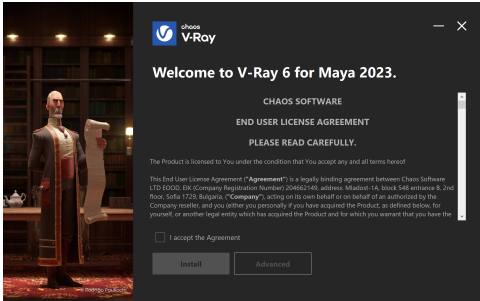
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### End User License Agreement

Please take a moment to review the [License Agreement](#).

Once you've carefully read the License Agreement, you can click "I accept the Agreement" if you agree to the terms. Proceed to click the **Install** button.

If you need to customize your V-Ray installation, click the **Advanced** button.



2

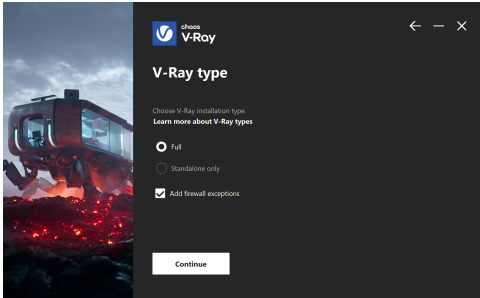
## V-Ray type

### Advanced settings

**Full** – Includes all components as described in the [Overview](#) section. It will allow you to use V-Ray in Maya, run V-Ray Standalone or a V-Ray render server for [Distributed](#) or Network Rendering.

**Standalone only** – Installs only [V-Ray Standalone](#) and V-Ray render server. Choose this option if you only use this machine for Distributed Rendering.

**Add firewall exceptions** – Automatically add firewall exceptions so Distributed Rendering and V-Ray Standalone can run uninterrupted.

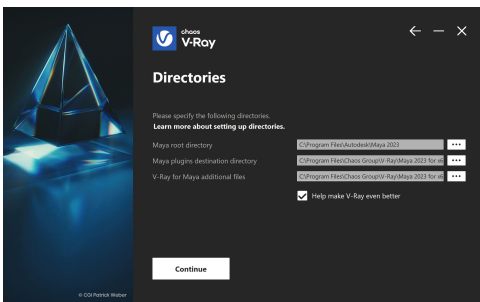


3

## Directories

Here, you can specify the installation paths. Please check if the default folders are correct.

**Help make V-Ray even better** – Participate in the improvement decisions for future versions of V-Ray. No intelligence property is violated when agreeing to participate in the feedback program. Chaos does not gather scenes, assets, materials, etc. This preference can be changed anytime from V-Ray Render Settings > Settings > About V-Ray > Feedback program settings. For more information, see the [Chaos Telemetry](#) page.



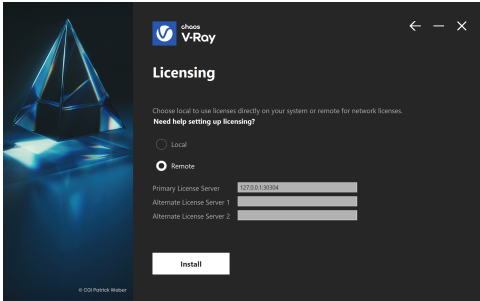
4

## Licensing

In this step, specify whether the Chaos License Server runs locally or on another machine.

If you select **Remote** licensing, you have to enter the IP address of your Chaos License Server in the Primary License Server field. Leave port 30304 unchanged. An Alternate License Server can be used for redundancy in case the primary one does not respond. The License Server will not install when the Remote option is selected. When **Local** licensing is selected, the **Chaos License Server** is installed with V-Ray.

For information about the advanced Chaos License Server installation settings, visit the [Advanced Installation](#) page.



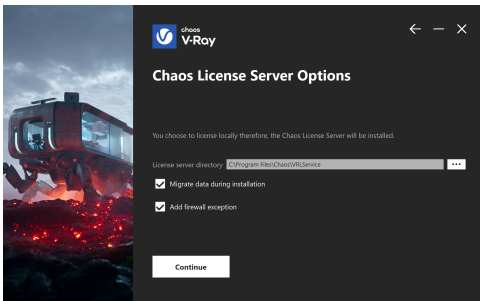
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## Chaos License Server Options

At this step, you can choose where to install the Chaos License Server.

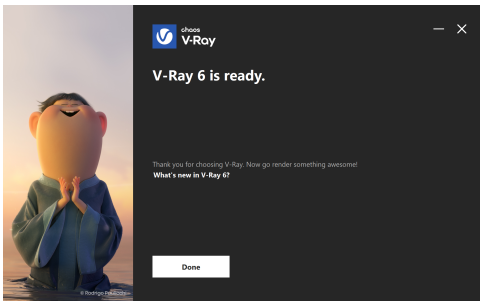
**Migrate data during installation** – When enabled, it transfers all of your settings made with older versions of the License Server, such as proxy settings, etc. Disabling this option makes a clean install of License Server with any custom settings from previous installations reset to their defaults.

**Add firewall exception** – Allows the default licensing port (TCP 30304) in the firewall. If you disable it at this step, you must manually [add firewall exceptions](#) later. This option is available for Windows OS only.



6

V-Ray installation is successful.



## Next Step

Go to step 2 to activate your Chaos License.

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