

V-Ray App SDK

This section holds information about the [V-Ray Application SDK \(App SDK\)](#). It is intended for developers interested in integrating V-Ray into new applications or making some other custom software, be it script or web-based, etc.

If you are interested in evaluating V-Ray App SDK, fill out the [Evaluation Request](#) form.

The App SDK can't be used to write custom render plugins (i.e. shaders). If you want to write one, you can use the C++ SDK bundled with [V-Ray Standalone](#), [V-Ray for 3ds Max](#) or [V-Ray for Maya](#).

Getting Started with App SDK

In this section the V-Ray App SDK functionalities are described in details as a self-training program, with included code examples.

Working with V-Ray Scenes

These guidelines are for users of the App SDK who want to use it to create a scene for rendering with V-Ray from the data in their host application scene.

Chaos License Server Quick Start Guide

This page gives details on the license setup for Chaos products.

API Reference Guides

V-Ray API reference guides for C++, C#, Node.js, Python and the User Guide for V-Ray App SDK.

License Agreements and Copyrights

This page provides information regarding licensing agreements and copyrights for App SDK

System Requirements

Please make sure that your system fulfills these requirements to start using V-Ray App SDK.

Release Notes

Highlights and features description from the V-Ray App SDK releases.