



Cinema 4D

What's New in V-Ray 5 for Cinema 4D

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INTRODUCTION

V-Ray 5 for Cinema 4D brings a whole new rendering experience to Cinema 4D. With a more intuitive user interface, smarter tools and workflows, it's faster and easier than ever. It's an end-to-end solution that includes built-in compositing, interactive light mixing and dozens more new features for more creative control than ever before.

KEY FEATURES IN V-RAY 5 FOR CINEMA 4D

GO BEYOND RENDERING

Built-in Compositing. The new layer-based compositor allows you to combine render passes, set blending modes and adjust colors without going to a separate app.

Light Mix. Now from a single render, you can create dozens of lighting scenarios. Change the color and intensity of lights instantly without having to render again.

UNTAP THE POWER OF V-RAY

GPU + CPU Rendering. Take full advantage of your hardware. With V-Ray you can render on GPUs, CPUs, or a combination of both.

GPU Production Rendering. Get a powerful speed boost with the GPU-accelerated performance of V-Ray GPU. Now even faster with an NVIDIA RTX card.

Fast Interactive Rendering. Create the look you want without the wait. Interactive rendering lets you see the changes to your scene rendered on the fly.

Distributed Rendering. Easily harness the power of multiple machines working together to render images even faster.

Chaos Cloud. Render stills and animations alike in the cloud, at the push of a button — now with full support for Chaos Cloud, our cloud rendering service.

Volume Rendering. Render realistic fog, smoke and atmospheric effects. Bring in volume grid caches from Houdini, FumeFX and Phoenix FD.

WORK SMART

Auto Exposure and White Balance. The V-Ray Camera can automatically set exposure and white balance for you, so you don't have to do it manually.

AI Denoising. The NVIDIA AI Denoiser uses artificial intelligence that instantly reduces noise while you render.

UNLEASH YOUR CREATIVITY

Coat Layer. Easily create layered materials with reflective coatings directly in the V-Ray Material. It's faster to set up and renders more quickly than a blend material.

Metalness. Metalness reflections are now supported directly by the V-Ray Material, making it fully compatible with PBR workflows.

Improved V-Ray Dirt. Give surfaces a weathered look. With the improved V-Ray Dirt texture, you can add dirt to cracks and crevices, create procedural streaks, or cover an entire surface.

New Sun and Sky Model. Capture the light of magic hour. The improved Sun & Sky model is more accurate and looks better at sunrise and sunset, even as the sun dips below the horizon.

Sheen Layer. Easily create materials for fabrics like velvet, satin and silk with the new Sheen layer added to the V-Ray Material.

Car Paint 2 Material. Take your automotive renders to the next level with a new car paint material that includes more realistic flakes and uses less memory.

Physical Hair Material. Achieve more realistic results with the new physically accurate V-Ray Hair Material.

Texture Randomization. Add variety to your scenes by randomizing colors and textures with **V-Ray MultiSub Texture**.

VRscans Material Library Support. Get access to a library of over 1,000 unbelievably real materials — a great asset to help you with your V-Ray visualizations.

OTHER FEATURES IN V-RAY 5 FOR CINEMA 4D

Native Support For Cinema 4D Noises. Enhance your renderings with different noise patterns and detailed surfaces. Now with less memory consumption.

Blue-Noise Sampling. See a cleaner render faster. With blue-noise sampling, you'll see less noise in your renders using the same amount of samples.

Light Path Expressions. For the ultimate control in compositing, you can create your own render passes with Light Path Expressions.

Out-of-core GPU Rendering. This initial implementation of out-of-core rendering can help you render scenes that are larger than the memory of your GPU.

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