



3ds Max

# FEATURE SET COMPARISON

V-Ray for 3ds Max Versions 2.0, 3.0, 3.5





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V-Ray Tutorials

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[docs.chaosgroup.com](http://docs.chaosgroup.com)

[www.youtube.com/user/ChaosGroupTV/videos](https://www.youtube.com/user/ChaosGroupTV/videos)

[www.youtube.com/playlist?list=PLm2Irfq-UvZ2\\_Y2DwGHiZdvYISCd2NCUU](https://www.youtube.com/playlist?list=PLm2Irfq-UvZ2_Y2DwGHiZdvYISCd2NCUU)

[www.youtube.com/playlist?list=PLm2Irfq-UvZ2VRbQ-DxIC0hsuh7gaHoPo](https://www.youtube.com/playlist?list=PLm2Irfq-UvZ2VRbQ-DxIC0hsuh7gaHoPo)

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# 3DS MAX VERSION COMPATIBILITY



3ds Max

3DS MAX VERSION	V-RAY 2.0 2010	V-RAY 3.0 2014	V-RAY 3.5 2016
2017			✓
2016			✓
2015	✓	✓	✓
2014	✓	✓	✓
2013	✓	✓	✓
2012	✓	✓	✓
2011	✓	✓	
2010	✓	✓	
2009	✓	✓	
2008	✓	✓	
ver. 9	✓	✓	



FEATURE	V-RAY 2.0 2010	V-RAY 3.0 2014	V-RAY 3.5 2016
Bucket Rendering	✓	✓	✓
Progressive Rendering		✓	✓
Interactive Production Rendering			✓
RT CPU	✓	✓	✓
RT GPU	✓	✓	✓
Speed Improvements		✓	✓
Distributed Rendering	✓	✓	✓
Resumable Rendering			✓
Denoiser			✓
Standalone Denoiser			✓
Min Shading Rate Control		✓	✓
Variance Based Image Sampling			✓
V-Ray Standalone		✓	✓
Live VR Rendering			✓
Faster Hair Rendering		✓	✓
Use of Embree		✓	✓
Embree for Hair			✓
Faster Light Cache			✓
Faster Forest Pack Rendering			✓
Faster Proxy/Instances Rendering			✓
Faster Fur Rendering			✓
Render Mask		✓	✓
Probabilistic Lights		✓	✓
Max Ray Intensity		✓	✓
Probabilistic Volume Grid Rendering			✓
Deep EXR Rendering		✓	✓
Light Cache DR			✓
Add/Remove DR Machines on the Go			✓
DR Automatically Cache Render Assets		✓	✓
DR Use/Don't Use Local Machine		✓	✓



FEATURE	V-RAY 2.0 2010	V-RAY 3.0 2014	V-RAY 3.5 2016
V-Ray Proxy	✓	✓	✓
V-Ray Proxy with Alembic	✓	✓	✓
V-Ray Proxy with Alembic Particles		✓	✓
V-Ray Proxy with Alembic Hair		✓	✓
Proxy Preview Types			✓
Automatic Instancing of Identical Proxies			✓
Mesh Viewer			✓
V-Ray Fur	✓	✓	✓
V-Ray Fur Curl Map			✓
Displacement	✓	✓	✓
Vector Displacement		✓	✓
Clipper		✓	✓
Mesh Clipper			✓
Volume Grid		✓	✓
Instancer			✓
Metaballs		✓	✓
Orantrix Support	✓	✓	✓
HairFarm Support	✓	✓	✓

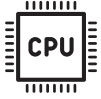


## USER INTERFACE FEATURES



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FEATURE	V-RAY 2.0 2010	V-RAY 3.0 2014	V-RAY 3.5 2016
V-Ray Toolbar		✓	✓
V-Ray Light Lister	✓	✓	✓
Quick Settings		✓	✓
Simplified UI Levels		✓	✓
Dockable VFB windows			✓
UI Tooltips			✓

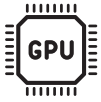


# V-RAY RT CPU FEATURES



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FEATURE	V-RAY 2.0 2010	V-RAY 3.0 2014	V-RAY 3.5 2016
Interactive ActiveShade Rendering	✓	✓	✓
V-Ray Environment Fog			✓
V-Ray Render Elements		✓	✓
Adaptive Lights			✓
V-Ray Displacement		✓	✓
UDIM Support		✓	✓
Procedural Bump Maps	✓	✓	✓
V-Ray Edges Texture	✓	✓	✓
Texture Baking		✓	✓
V-Ray Aerial Perspective		✓	✓
Anisotropy	✓	✓	✓
Spherical Panorama Cameras		✓	✓
V-Ray Light Cache			✓
V-Ray Raytraced SSS		✓	✓
V-Ray Clipper			✓
V-Ray Fur	✓	✓	✓
V-Ray Dirt texture		✓	✓
V-Ray Directional Area Lights		✓	✓
V-Ray Stochastic Flakes Material			✓
V-Ray User Color/Scalar		✓	✓
V-Ray Matte/Shadow	✓	✓	✓
HairFarm Rendering			✓
Ornatrix Rendering			✓
Orthographic Camera		✓	✓
GLSL Support		✓	✓
V-Ray Plane	✓	✓	✓
V-Ray Render Mask			✓
V-Ray Motion Blur		✓	✓
V-Ray Real Zoom Option	✓	✓	✓



# V-RAY RT GPU FEATURES



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FEATURE	V-RAY 2.0 2010	V-RAY 3.0 2014	V-RAY 3.5 2016
Interactive ActiveShade Rendering	✓	✓	✓
Adaptive Lights			✓
QMC Sampling			✓
V-Ray Displacement			✓
UDIM Support			✓
Procedural Bump Maps			✓
V-Ray Edges Texture			✓
Texture Baking			✓
Low GPU Thread Priority			✓
On-Demand Mip Mapping			✓
V-Ray Aerial Perspective			✓
Anisotropy			✓
Spherical Panorama Cameras			✓
Cached Irradiance Maps			✓
V-Ray Light Cache			✓
V-Ray Raytraced SSS			✓
V-Ray Clipper			✓
V-Ray Fur			✓
V-Ray Dirt Texture			✓
V-Ray Directional Area Lights			✓
V-Ray Stochastic Fakes Material			✓
V-Ray User Color/Scalar			✓
V-Ray Light Select Render Element with GI		✓	✓
V-Ray Matte/Shadow			✓
HairFarm Rendering			✓
Ornatrix Rendering			✓
Orthographic Camera			✓
GLSL Support			✓
Procedural Textures in Environment			✓
V-Ray Plane			✓
V-Ray Render Mask			✓
V-Ray Motion Blur	✓	✓	✓
V-Ray Real Zoom Option	✓	✓	✓



# CAMERA FEATURES



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FEATURE	V-RAY 2.0 2010	V-RAY 3.0 2014	V-RAY 3.5 2016
Cubic 6x1 Camera			✓
Stereo Spherical Camera			✓
3ds Max Physical Camera			✓
Bitmap Camera Aperture		✓	✓
Reflection/Refraction Exclude Options		✓	✓
Aerial Perspective			✓
Ground Albedo Color			✓
Sky Horizon Offset and Blend Control			✓
Disk Light Shape			✓
Control for Specular/Diffuse Contribution in Lights			✓
Ground Environment Projection		✓	✓
Texture Tags		✓	✓
Lens Analysis Tool	✓	✓	✓
Matte Environment for Reflections/Refractions			✓
V-Ray Light Meter	✓	✓	✓
img2tiledexr Tool	✓	✓	✓



# VFB FEATURES



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FEATURE	V-RAY 2.0 2010	V-RAY 3.0 2014	V-RAY 3.5 2016
Lens Effects in VFB		✓	✓
No Re-Render for Lens Effects		✓	✓
Interactive Lens Effects			✓
Color Balance in VFB		✓	✓
Exposure in VFB	✓	✓	✓
White Balance in VFB			✓
Hue/Saturation in VFB		✓	✓
Levels in VFB	✓	✓	✓
Curve in VFB	✓	✓	✓
Bitmap Background VFB			✓
Contrast in VFB		✓	✓
Highlight Burn CC			✓
LUT in VFB	✓	✓	✓
ICC in VFB	✓	✓	✓
OCIO in VFB		✓	✓
Save CC from VFB - LUT and .vccglb			✓
Load CC from History			✓
Load Render Settings from History			✓
Relative to Project History			✓
Auto Save Finished Render			✓



FEATURE	V-RAY 2.0 2010	V-RAY 3.0 2014	V-RAY 3.5 2016
V-Ray 2-Sided Mtl	✓	✓	✓
V-Ray 2-Sided Mtl Multiply by Front Mtl			✓
alSurface Material			✓
V-Ray Blend Mtl	✓	✓	✓
V-Ray Bump Mtl		✓	✓
V-Ray Car Paint Mtl	✓	✓	✓
V-Ray Fast SSS	✓		✓
V-Ray Fast SSS2	✓	✓	✓
V-Ray Skin Mtl		✓	✓
V-Ray Flakes Mtl	✓	✓	✓
V-Ray GLSL Mtl	✓	✓	✓
V-Ray Hair Mtl	✓	✓	✓
V-Ray Light Mtl	✓	✓	✓
MDL Materials			✓
V-RayMtl	✓	✓	✓
V-Ray Mtl Glossy Fresnel			✓
V-Ray Mtl Opacity Modes			✓
V-Ray Mtl GTR/GGX BRDF Option			✓
V-Ray Mtl Wrapper	✓	✓	✓
V-Ray OSL Mtl		✓	✓
V-Ray Override Mtl	✓	✓	✓
V-Ray Point Particle Mtl		✓	✓
V-Ray Scanned Mtl			✓
V-Ray Scatter Volume Mtl		✓	✓
V-Ray Symbiont Mtl	✓	✓	✓
V-Ray Stochastic Flakes Mtl			✓
V-Ray Vector Displ Bake	✓	✓	✓
V-Ray VRmat Mtl		✓	✓



# TEXTURES FEATURES



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FEATURE	V-RAY 2.0 2010	V-RAY 3.0 2014	V-RAY 3.5 2016
V-Ray Bmp Filter	✓	✓	✓
V-Ray Bump2Normal		✓	✓
V-Ray Color	✓	✓	✓
V-Ray Color2Bump	✓	✓	✓
V-Ray Comp Tex	✓	✓	✓
V-Ray Curvature			✓
V-Ray Dirt	✓	✓	✓
V-Ray Distance Tex	✓	✓	✓
V-Ray Edges Tex	✓	✓	✓
Raytraced Rounded Corners			✓
V-Ray Fake Fresnel Tex		✓	✓
V-Ray GLSL Tex	✓	✓	✓
V-Ray Hair Info Tex	✓	✓	✓
V-Ray HDRI	✓	✓	✓
V-Ray ICC		✓	✓
V-Ray LUT		✓	✓
V-Ray Map	✓	✓	✓
V-Ray Multi Sub Tex	✓	✓	✓
V-Ray Multi Sub Tex Randomization			✓
V-Ray Normal Map	✓	✓	✓
V-Ray OCIO		✓	✓
V-Ray OSL Tex		✓	✓
V-Ray Particle Tex		✓	✓
V-Ray Ptex	✓	✓	✓
V-Ray Sampler Info Tex	✓	✓	✓
V-Ray Sky	✓	✓	✓
V-Ray Sky Hosek			✓
Ground Albedo			✓
V-Ray Softbox	✓	✓	✓
V-Ray Triplanar Tex			✓
V-Ray User Color		✓	✓
V-Ray User Scalar		✓	✓
Forest Color Support			✓

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