



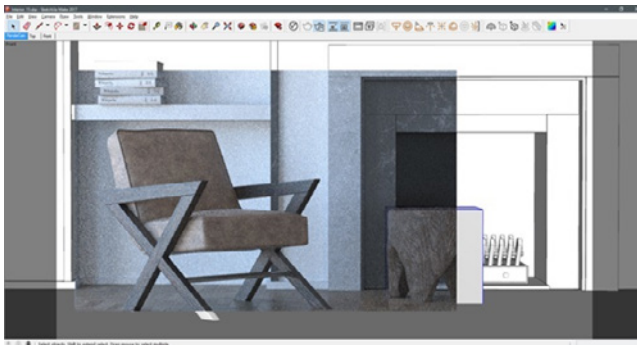
SketchUp

PACISOFT.com

# V-RAY 3.6 FOR SKETCHUP FEATURES

November 2017

## NEW FEATURES



### VIEWPORT RENDERING

With new Viewport rendering, you can easily select and render multiple regions at once, and quickly blend between your V-Ray render and SketchUp model using +/- hotkeys to control opacity.



### POWERFUL GPU RENDERING

Faster, more powerful GPU rendering with added support for aerial perspective, displacement, subsurface scattering, matte/shadows, and more.

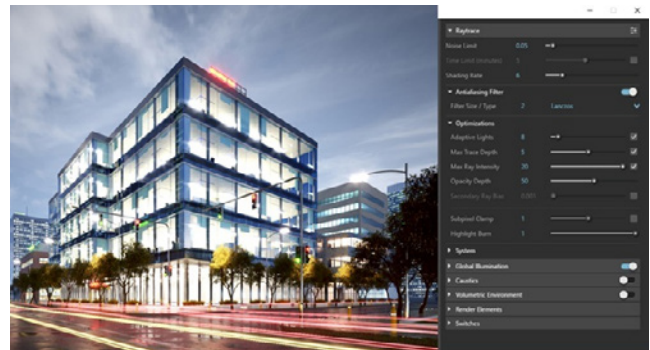
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[www.vray.vn](http://www.vray.vn) | [www.pacisoft.com](http://www.pacisoft.com)



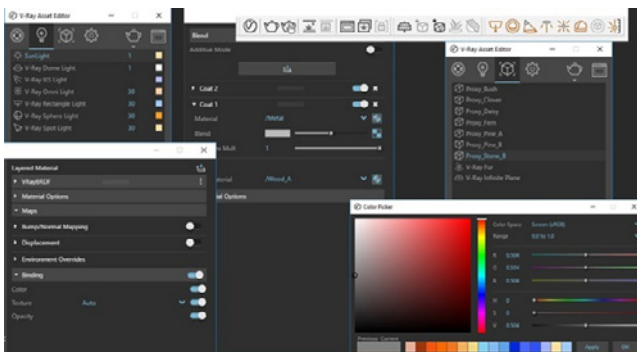
## HYBRID GPU+CPU RENDERING

V-Ray GPU running on NVIDIA CUDA can take full advantage of all available hardware, including CPUs and GPUs.



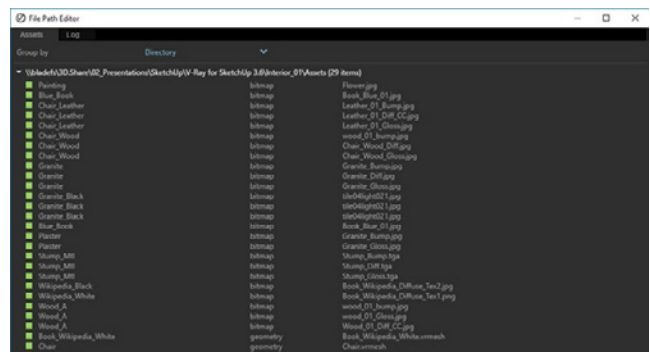
## ADAPTIVE LIGHTS

For scenes with lots of lights, the new Adaptive Lights mode can help you cut render times by up to 700%.



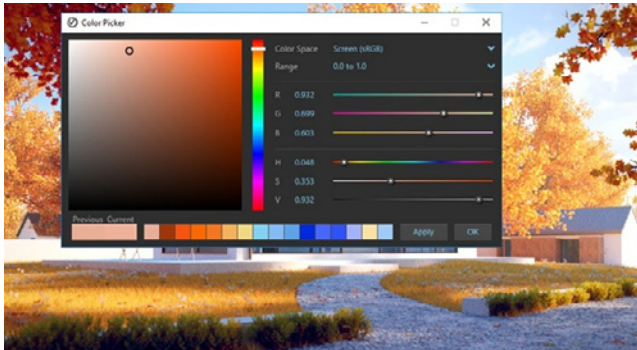
## SMART UI

The entire V-Ray for SketchUp interface is now cleaner and simpler, with better support for 4K monitors.



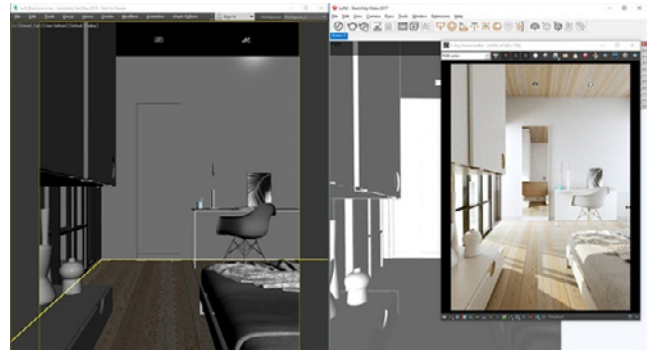
## FILE MANAGER

Manage all of your scene files in one place. Set file paths, create scene archives, and keep track of assets like textures, IES files, and proxy objects.



V-RAY COLOR PICKER

New color picker that's simple and powerful. Select color values in Screen sRGB (0–255) or Rendering (0.0–1.0) color space.



V-RAY SCENE IMPORT

Import and render V-Ray scenes (.vrscene) from other applications such as 3ds Max, Rhino, and Revit.



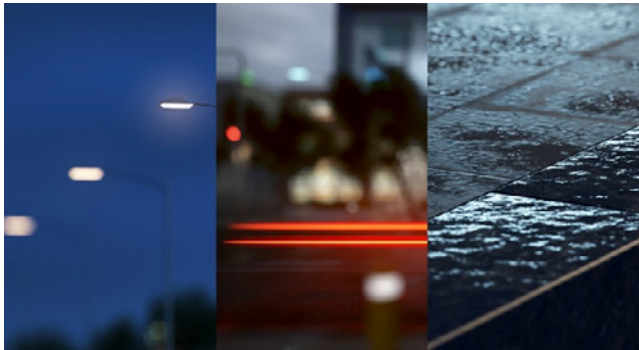
SUNLIGHT STUDIES

Create sunlight & shadow studies with SketchUp sun animation.



FOG

Give your scenes depth with new realistic 3D fog and light scattering effects.



#### NEW TEXTURE MAPS

Fine-tune the look of your scene with new gradient, color temperature and procedural noise texture maps.



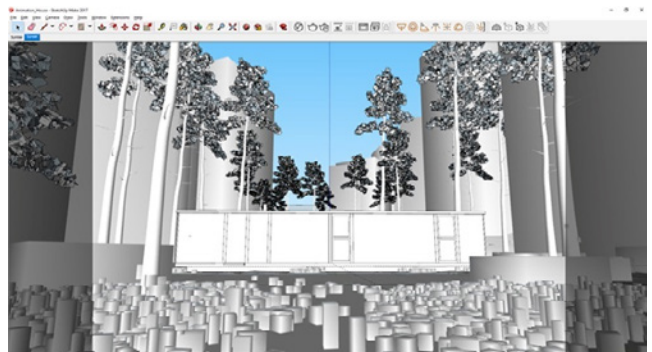
#### 2D DISPLACEMENT

Quickly add surface detail without extra modeling with optimized 2D displacement — perfect for architectural materials like brick and stone.



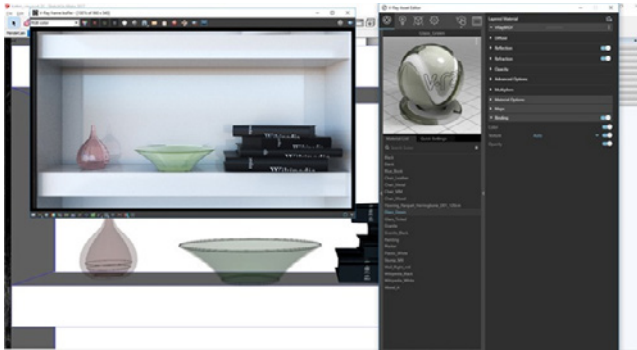
#### ANIMATED PROXY OBJECTS

Easily add pre-animated 3D objects like walking people and trees blowing in the wind with animated V-Ray proxies.



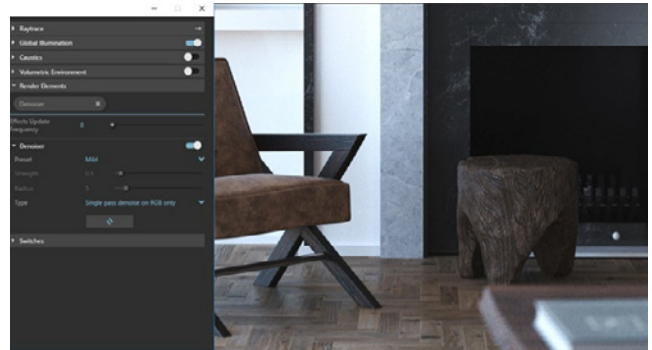
#### PROXY PREVIEWS

Control the look of V-Ray proxies in the SketchUp viewport. Select from Whole mesh, Bounding box, Point (Origin), and the new low poly Proxy preview mode.



#### BETTER VIEWPORT MATERIALS

Get a more accurate preview of your V-Ray materials in the SketchUp viewport.



#### BETTER DENOISING

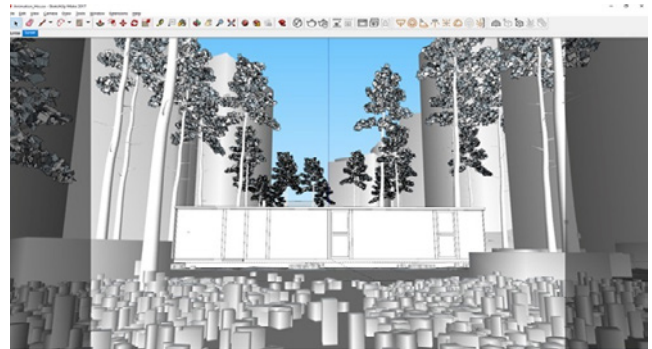
The V-Ray Denoiser is now easier to set up and you can refine settings even after you render.

### KEY FEATURES



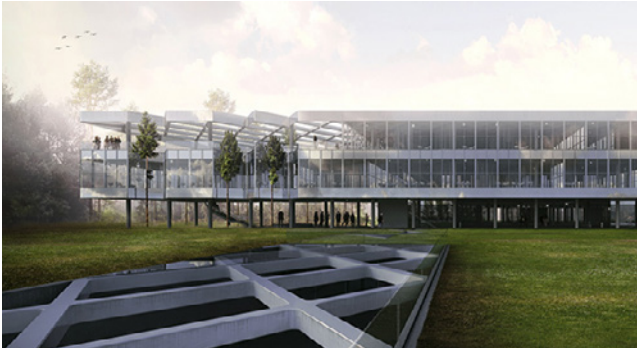
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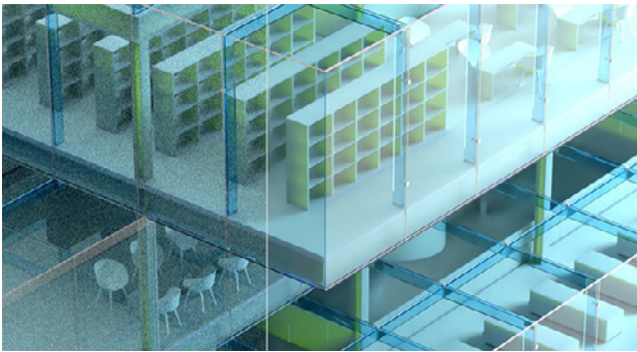
#### CPU & GPU RENDERING MODES

V-Ray includes two powerful renderers in one. With CPU or GPU acceleration, you can use the best engine for your project and hardware. New Hybrid GPU+CPU rendering now available.



#### INTERACTIVE RENDERING

Render interactively while you design. Fine-tune lights and materials and see the results right away.



#### V-RAY DENOISER

Automatically remove noise and cut render times by up to 50%. Now supports denoising after rendering.



#### GLOBAL ILLUMINATION

Render photorealistic rooms and interiors with powerful and fast global illumination.



VRSCANS MATERIALS

Now compatible with real-world scanned materials from VRscans, a subscription service that provides access to a library of over 600 photorealistic, drag-and-drop materials.



ACCURATE LIGHTS

Render any type of natural or artificial lighting with a wide range of built-in light types



ENVIRONMENT LIGHTING

Simply light your scenes with a single HDR (high-dynamic-range) image of its environment.



PHYSICAL SUN & SKY

Simulate realistic daylight for any time and any location. Now supports SketchUp sun animation.



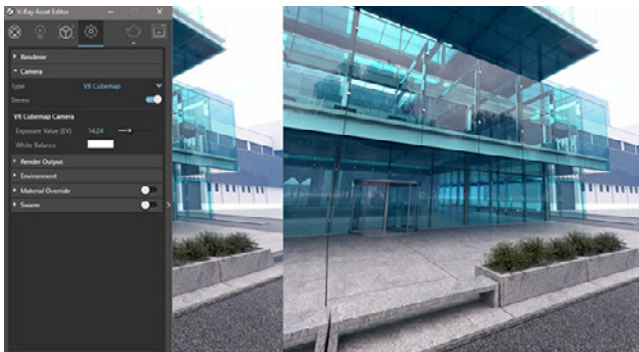
#### FOG & AERIAL PERSPECTIVE

Quickly add realistic atmospheric depth and haze. True 3D fog with realistic light scattering is now available.



#### REAL-WORLD CAMERAS

Work like a photographer, with controls for exposure, white balance, depth of field and more.



#### VIRTUAL REALITY

Render VR-ready content for popular virtual reality headsets.



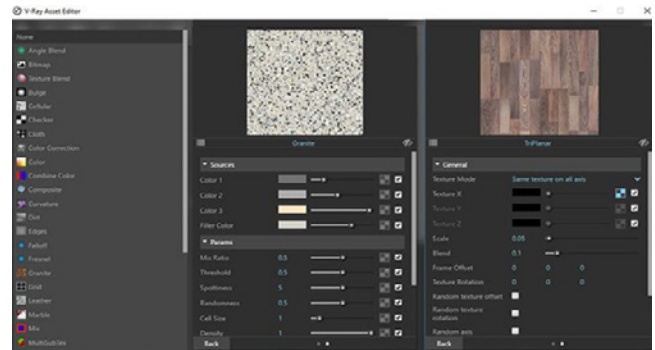
#### PHYSICAL MATERIALS

Create great looking materials that look exactly like the real thing.



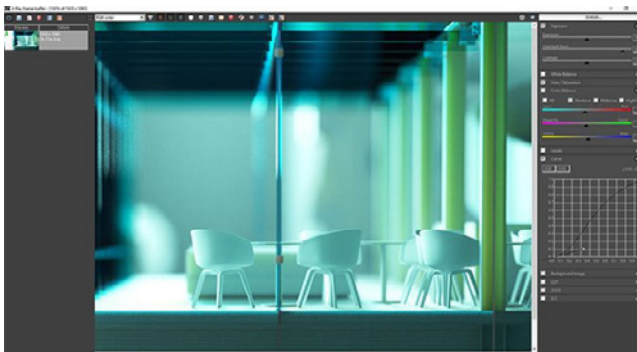
## MATERIAL LIBRARY

Select from over 600 drag and drop materials to speed up your next project.



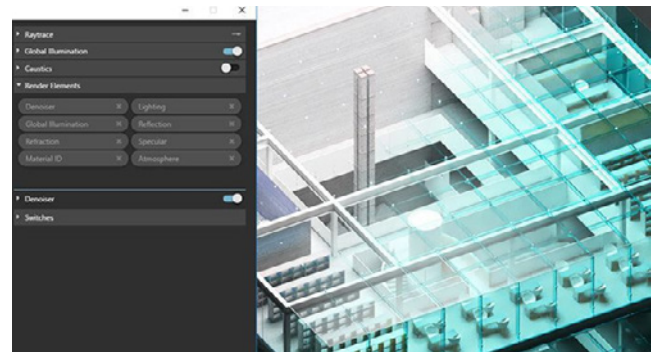
## ADVANCED TEXTURES

Create realistic and unique materials using any texture map or one of V-Ray's many built-in procedural textures.



## FRAME BUFFER

Track render history and fine-tune color, exposure, and more directly in V-Ray's frame buffer.

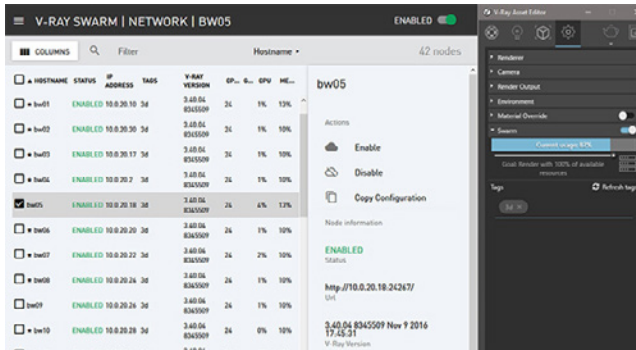


## RENDER ELEMENTS

Render your scene as separate passes for more artistic control in your image-editing software.



SketchUp



## V-RAY SWARM

Introducing a powerful, scalable distributed rendering system that's simple and fast. Get an extra speed boost with V-Ray Render nodes.



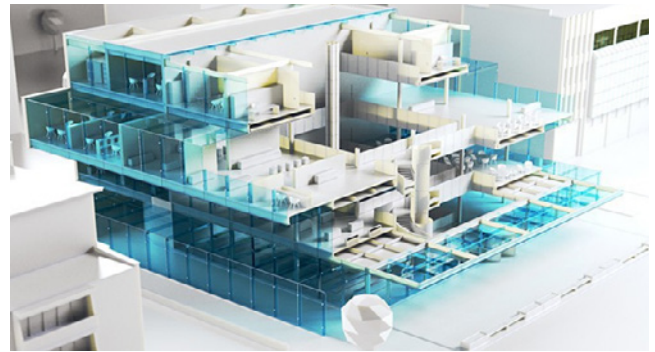
## GRASS

Create realistic grass, fabrics, and carpet with V-Ray Fur.



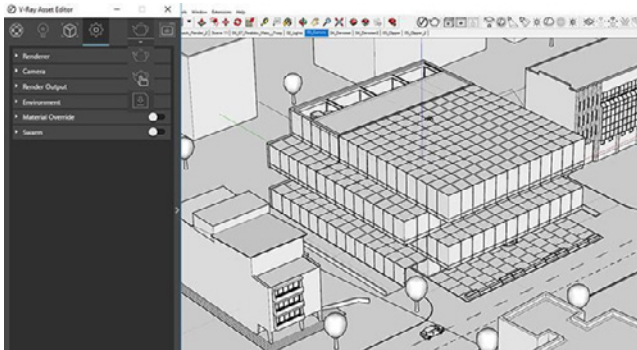
## PROXY OBJECTS

Bring more detail to your project with memory-efficient proxy models of complex objects like grass, trees, cars and more. Now supporting animated proxy objects.



## SECTION CUTS

Easily create quick cutaways and section renders with V-Ray Clipper. Now supporting Intersection mode.



## V-RAY SCENE SUPPORT

Export complete scenes from V-Ray 3.x for SketchUp and render with other V-Ray 3.4 (or higher) applications. Now in V-Ray 3.6 for SketchUp, import and render V-Ray Scene (.vrscene) files from 3ds Max, Rhino and Revit.

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