

chaos



V-Ray 5 for SketchUp, update 1

What's new

February 2021



Introduction

Now, V-Ray 5 for SketchUp gives users an essential collection of free ready-to-render assets and HDRI skies. Plus, they can take advantage of boosted CPU denoising with Intel Open Image Denoise support and more functionality in V-Ray Vision and the VFB Compositor.

New Functionality

Chaos Cosmos library — The new curated 3D content library, Chaos Cosmos, brings essential entourage. With carefully selected assets from categories such as people, vehicles, plants, furniture and accessories, users can stage any interior or exterior. Searchable through the new Cosmos browser, the assets can easily be placed anywhere in the SketchUp scene and will be visible through any viewport. Users don't need to spend any time on geometry optimization or material setup—the Cosmos assets are always render-ready and deliver high-quality results.

More precision in post — Any mask render element from V-Ray can be used to select and color correct specific areas of the rendered image directly in the VFB.

Faster denoising for CPU — The new Open Image Denoise engine is perfect for interactive rendering. As it runs on any CPU configuration, users are not constrained to specific hardware.

New possibilities in V-Ray Vision

Transparent material reflections — Surfaces such as glass or water now reflect other scene objects in screen space.

Improved anti-aliasing — Finer texture details and small geometric elements like plants or facade ornaments are presented with better clarity with the new Temporal Anti-aliasing method.

Triplanar textures and randomization support — Users can take advantage of the Triplanar texture projection and Stochastic texture randomization features in Vision.

Soft Sun shadows — Objects cast soft shadows depending on the Sun Light size multiplier when the new high-quality shadows mode is enabled.



Create your world.