



v-ray For
3ds Max
BUILD 2.30.01

**Features and
Improvements**



Build 2.30.01 official (4 May 2012)

NEW FEATURES:

- Support for 3ds Max 2013;
- Support for the new shading features of Hair & Fur in 3ds Max 2013;
- VRayOrnatrixMod: support for Ornatrix 2.0;
- Added a "Matte for reflection/refraction" option to the VRayWrapperMtl material and the V-Ray object settings;
- V-Ray RT and V-Ray RT GPU: support for motion blur (transformation and deformation) both in ActiveShade mode and as a production renderer;
- V-Ray RT GPU: added a CUDA engine, in addition to OpenCL (the CUDA engine requires a Fermi or Kepler card and the newest nVidia drivers);

MODIFIED FEATURES:

- VRayOrnatrixMod: support for Ornatrix thickness maps;
- Added the possibility to specify a preview mesh for the vrayMeshExport MaxScript function;
- Support for motion blur of V-Ray mesh lights;
- Reduced memory usage and increased speed for dynamic geometry (proxies, displacement etc.) in specific situations;
- VRayHDRI: added crop/place options to VRayHDRI;
- VRayHDRI: added Output and curves rollout to VRayHDRI;

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- vring2exr: added support for RLE compression method for OpenEXR files to vring2exr;
- VFB: the V-Ray VFB ICC color correction now takes into account the gamma value from the Color Mapping settings of V-Ray;
- VRayPtex: increased the default cache size for VRayPtex textures;
- V-Ray scene converter: now converts IES lights and Mental Ray Sun/Sky in a Daylight system;
- V-Ray RT GPU: support for sub-pixel filtering;
- V-Ray RT GPU: ability to use full resolution textures;
- V-Ray RT GPU: option to specify material texture bit depth to help control GPU memory usage;