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V-Ray for 3ds Max is the world's leading render engine for 3D graphics. V-Ray delivers high quality, photorealistic images quickly, whether you are working on a residential design project or a Hollywood movie poster. With V-Ray, you have the power to create beautiful images with lightning speed while spending less time waiting. Give your design sketches life and provide your clients with instant feedback while keeping deadlines intact. Save time and money by sharing settings with your team members so that everyone can use them or test them in-house before finalizing the shot. V-Ray offers features that are essential to any 3D artist. High quality rendering, full integration with 3ds Max, powerful render settings, real-time previews, version control for multiple computers with VrayCloud. V-Ray supports all major graphics cards and file formats in the market today.

Other features include: V-Ray's rendering engine is compatible with all major 3D graphics cards in the market today. It has been optimized for NVIDIA GeForce 9600 GT/GTX260/GTX285/GTX295/GTX480/GTX570/RTX2070 generation of graphic cards. V-Ray for 3ds Max is compatible with all major 3D graphics cards in the market today. V-Ray supports all major NVIDIA graphic cards (GeForce 9600GT/GTX260/GTX285/GTX295/GTX480/GTX570), AMD (Radeon HD 5800 series) and NVIDIA (GeForce 9500 GS, 8600 GS, 8400 GS, 8600 GT, Quadro FX5600, Quadro FX 4800). V-Ray for 3ds Max supports dual monitor setups using the Eyefinity technology. This feature allows users to display two or more monitors simultaneously by displaying two identical images on each screen. This is a unique feature – no other 3D rendering package supports it yet. V-Ray uses a proprietary technology called Adaptive Sampling, which significantly increases an artist's rendering speed compared with ray tracing. V-Ray is able to render 24 passes per second on a single core of an Intel Quad Q8200 processor (standard settings), and 66 passes on a dual core processor (standard settings). This feature significantly increases an artist's productivity as he is no longer restricted by the amount of time spent waiting for his image to finish rendering; instead, he can simply work on other tasks while the image renders in the background. V-Ray for 3ds Max is compatible with Opengl drivers, but does not require them to run. V-Ray for 3ds Max has been updated several times in order to be able to render faster and use better optimization techniques. V-Ray's main focus is graphics card performance optimization, however, user interface optimizations are also present in the latest versions.

Other features include: The ability to execute multiple passes in batch mode allows the user to render panoramas without losing any quality or performance because each pass will be rendered exactly once. This feature increases the rendering speed significantly because an artist no longer has to wait for a particular pass or scene of his image to get done.

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