Rendering and Post Processing

Supported Features

Check detailed information on all supported features in V-Ray for Houdini.

Rendering

Find some basic information about V-Ray in Houdini and its key features.

GPU Rendering

GPU rendering allows V-Ray to perform raytracing calculations on the GPUs installed in the system.

IPR

V-Ray Interactive Production Rendering (IPR) provides interactive rendering using the V-Ray and V-Ray GPU renderers.

Chaos Cloud

Find information about submitting render jobs to Chaos Cloud from V-Ray for Houdini.

Distributed Rendering

A technique for distributing a single render job within a single frame across many computers in a network.

Resumable Rendering

Resumable rendering is the ability to have incomplete renders resume where they left off from the previous session.

Deadline

V-Ray Deadline (WIP) node allows you to control distribution of rendering resources among multiple departments.

Texture Baking

V-Ray supports a texture baking mode in Houdini with the help of the V-Ray Baker Tool.

Chaos Cosmos

Chaos Cosmos Browser delivers a 3D content library of high-quality 3D content selected from the rich V-Ray ecosystem.