

What's New in V-Ray 5, update 1

Official release

Date - 17 June, 2021

Release Notes: [V-Ray 5](#)

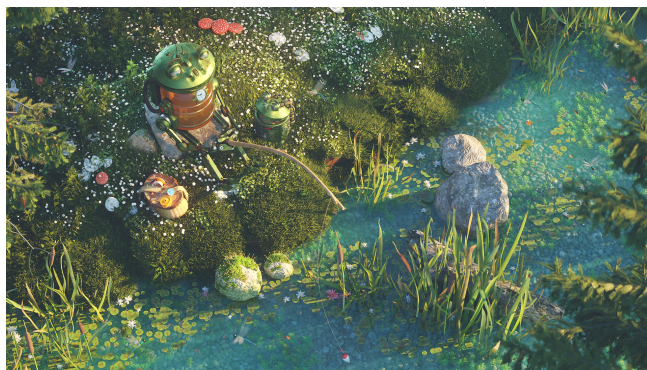
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V-Ray for Solaris [beta]

Transfer large amounts of data smoothly, without extra optimizations. The V-Ray Hydra delegate is now fully featured and ready to help you work smarter.

Find more on [Solaris](#) page



Improved texture baking

Take advantage of packed geometry for your assets, and optimize your texture baking workflow. Now multiple packed primitives, that share UV islands, can be baked without the need for further modifications.



Chaos Phoenix Foam Shader

Render realistic foam and bubbles in less time. Speed up your whitewater rendering with the Phoenix Foam Shader.

Find more on [V-Ray VolumeGrid Foam](#) page



Simplified UI

Focus on your designs and achieve faster results with fewer tweaks using V-Ray's latest UI improvements - simpler Volume Shader UI, menus, and nodes.

