

What's New in V-Ray 6, Beta

Beta release

Date - 7 June, 2022

Release Notes: [V-Ray 6, Beta](#)

[Try V-Ray 6 for 3ds Max, beta](#)

Go anywhere your creative instincts take you and build anything imaginable — faster than ever before.

Quickly and easily create anything from vast, complex environments to intricate geometric patterns. Shade faster, create even more physically accurate materials. And, when you're ready, fast-forward your collaboration, reviews and approvals — all in one place. And much more!

Build worlds / Create worlds

Create anything imaginable with new tools, allowing you to quickly and easily build worlds - without limits.

Chaos Scatter

Create forests, fields, crowds, and more using our new scatter tool. It's fast, easy, and it lets you add lots of detail to your scene without using lots of memory. Download one of our [free scatter presets](#) from Chaos Cosmos to get started.

See [Chaos Scatter](#)



V-Ray Enmesh

With Enmesh, you can think of geometry like a texture — but rather than repeating an image over a surface, it uses tileable geometry. Enmesh is ideal for creating patterns such as fences and fabrics, and it uses much less memory than displacement or copying by hand.

See [VRayEnmeshMod](#)



V-Ray Decal with Displacement

You can now use V-Ray Decal to add displacement to any surface for even more realistic cracked walls, rocks, embossed lettering, and more.

V-Ray Proxy Object Hierarchy

See [VRayDecal](#)

Easily turn on or off an individual object's visibility or material override with the new V-Ray Proxy hierarchical view. Set custom order by name, and streamline your geometry exchange and custom library workflows.

See [VRayProxy](#)

Collaborate as you create

Fast-forward your project's reviews and approvals.

Chaos Cloud Collaboration

Get rapid, consolidated feedback on your work's progress. Upload your renders to Chaos Cloud Collaboration right from V-Ray's Frame Buffer, and share your work with colleagues and clients to add comments and annotations.



Streamline your workflow.

Get the job done faster and save time to be creative.

Procedural clouds

Craft just the right cloudy sky for your environment in just a few clicks with V-Ray's new procedural clouds system.

See [VRaySun](#)



New ground projection

Elevate your HDRI environment renders with the new, more flexible ground projection capabilities of the V-Ray Dome Light.

Faster UI draw times

Get a smoother experience when working with shading networks. V-Ray's materials and textures interface now comes with much faster load times.

Shading - powered up

Speed up shading and create even more physically accurate materials.

Enhanced V-Ray Material energy preservation

Render even more physically accurate rough metals and other reflective surfaces with enhanced V-Ray Material energy preservation.

See [VRayMtl](#)



Thin Film layer

Create realistic soap bubbles, oil spills, and more with the new Thin Film option in the V-Ray Material.

See [VRayMtl Thin Film](#)

V-Ray Material Faster SSS

Render translucent materials even faster with a brand-new V-Ray Material SSS mode.

See [VRayMtl Translucency](#)

VFB Panorama Viewer

Now you can preview your spherical panorama renders while rendering, right from your V-Ray Frame Buffer.

See [VFB](#)

Composition Guides Layer in VFB

Fine-tune your scenes' compositions without a separate application. With customizable overlays, the new composition guides layer in the VFB allows you to easily experiment and enhance your image compositions.

See [VFB Layers](#)