V-Ray 6

Build 6.10.04

Official release

Date - 14 FEB, 2024

Bug Fixes

General

- Revit 2024 toposolid cannot be added as a Scatter host
- Null reference exception on rendering after switching design options
- UnitTypeId is not a unit identifier error when enabling V-Ray

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Build 6.10.03

Official release

Date - 13 JUL, 2023

Improvements

General

- Added support for Revit 2024
- Asset Editor updated to version 3.1.0
- License Server updated to version 6.0.1
- Unified Login Application updated to version 2023.1.18
- Chaos Cosmos Browser updated to version 2023.7.10
- Chaos Cloud Client updated to version 1.26.0
- Optimized scene upload to Chaos Cloud

Environment

- Added Contrails settings to the V-Ray Sun panel

Assets/Enscape

- Support Enscape Adjustable assets
- Included the Enscape 3D assets to the global material override
- Custom Enscape assets' materials render in albedo color if their texture file is missing

Materials

- Use Revit Shading Colors takes priority over Render Enscape Materials

UX/UI

- Removed deprecated Trace Depth option from the Interactive Settings rollout of the Renderer tab and added Max Trace Depth option to the Optimizations rollout
- Added dark mode toolbar icons when the Revit UI theme is set to dark
- Added a scrollbar to the V-Ray Lights panel, and improved the one in the Settings panel

Bug fixes

General

- Name cannot include prohibited characters exception on project migration
- NullReferenceException when importing settings containing references to legacy V-Ray 3.7 or older materials

Assets/Enscape

- Enscape asset 'Bamboo 005: Single Cane' renders trunk and leaves in different places

Interactive

- Rendering doesn't update on artificial lights changes
- Dispatcher exception after deleting a light in a complex project
- Lights are copied instead of moved
- Moving a cosmos light does not update the light sources and moves only the asset geometry

Appearance Manager

- Materials' tab dot indicators remain after deleting Fur/Displacement
- Rotation min field in the Families tab doesn't accept 0 input

Cosmos Assets

- Some ceiling-based Cosmos assets are offset from the host in the viewport

UX/UI

- Materials modified in the Enscape editor are not indicated in orange in the Appearance Manager

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Build 6.00.02

Official release

Date - May 2, 2023

Improvements

General

- Updated EULA

Bug fixes

General

- Name cannot include prohibited characters exception on project migration

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Build 6.00.01

Official release

Date - DEC 07, 2022

Improvements

General

- **Integrated Chaos Cloud Collaboration service**

- **Chaos Cosmos Browser updated to version 2022.11.15**

Environment

- Default Sky Model changed to PRG Clear Sky
- Added options to animate the procedural clouds in solar studies

Environment/Enscape

- Added options to transfer the Enscape cloud settings to V-Ray

Asset Editor

- Added ability to search across tags

Bug fixes

Materials/Enscape

- Transmissive color of the Revit Glazing materials is ignored in the V-Ray render

Geometries

- Displacement Amount and Shift are not considered by the V-Ray Decal

Asset Editor

- Fixed issue with the Exclude and Affected by options of the Dirt texture

UX/UI

- Exception when loading user settings and collapsing the groups of loaded settings

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Build 6.00.00

Beta release

Date - NOV 3, 2022

Improvements

General

- Asset Editor updated to version 3.0.0
- Chaos Cloud client updated to version 1.20.2
- Chaos Cosmos Browser updated to version 2022.11.2
- Chaos License Server updated to version 6.0.0
- Added ability to render Enscape materials with V-Ray
- Added ability to render Enscape library 3D models with V-Ray
- Added support for the Light Cache GI engine in Interactive
- Dropped support for Revit 2018
- Dropped support for Windows 8

Materials

- Added ability to promote Enscape materials to the Asset Editor
- Improved conversion of Revit's Generic material type
- Added ability to promote Revit Generic materials to the Asset Editor
- Improved texture paths compatibility with Revit
- Added ability to create a V-Ray Decal
- Migrated the V-Ray Material Library to Chaos Cosmos
- Added Thin Film material layer
- Extended the Dirt texture with options for more precise control
- Improved reflections for metals and rough reflective surfaces
- Improved translucent materials
- Implemented Car Paint 2 material

Geometries

- Added View & Override replacement options for Scatter
- Added ability to pick a geometric face as a Scatter host

Environment

- Added procedural clouds settings to the V-Ray Sun panel
- Added finite mode for the Dome Light

Camera

- Enabled the Auto options in Interactive

VFB

- Added a panorama viewer for spherical panorama renders
- Added proportion guide layer
- Added ability to flip the image horizontally or vertically
- Added ability to color correct a batch of pre-rendered images at once
- Added Dither colors option to the Render View tab of the VFB Settings panel
- History state is preserved between installations

Asset Editor

- Implemented asset tagging system
- Added a Sphere preview to the material preview swatch presets
- Added Automatic Transfer Function mode to the Bitmap texture
- Added Mix Amount parameter to the Mix (Operator) texture
- Renamed the Bitmap Texture Color Space to Transfer Function
- Increased the slider precision of the Reflection and Refraction Glossiness, and Metalness parameters of the Generic material
- Added Local Space Bump mode to all materials that support bump mapping
- Removed the upper limit of the Emissive material Intensity parameter
- Disabled the automatic texture resize for the GPU asset preview

UX/UI

- Added ability to drag & drop Cosmos materials to the Appearance Manager
- Improved the bottom toolbar instructions for actions with Scatter

Bug fixes

General

- Error in GUI on V-Ray standalone start
- Batch render fails to start if the autosave path has been deleted
- Installing Chaos Vantage v.1.7.1 breaks the Cosmos browser
- System.Net.WebException on attempt to import Cosmos 3D models

Materials

- Pick Material does not detect Revit split faces

Geometries

- Proxy Mesh material slots fail to generate in case of a .vrmesh containing a single material
- Disabling Proxy Mesh Materials from within the Asset Editor is not respected
- Show Mass options of the Massing & Site menu is not respected

Textures

- Normal maps rotated by the UVWGenRandomizer appear inverted in some situations

Asset Editor

- V-Ray NeUI fails to load VRaySDKLibrary.dll resulting in blank V-Ray Asset Editor

Scatter

- Guest instances sink into the Host when it contains layers
- Families containing nested RPCs are incorrectly scattered

VFB

- The Exposure (display only) slider part of the Display Correction's layer parameters affects images saved from the VFB

UX/UI

- Fixed several tooltips in the Appearance Manager