NVIDIA® IRAY® FOR RHINO
DISCOVER SCALABLE, INTERACTIVE RENDERING.

NVIDIA® Iray® for Rhino is a plug-in rendering solution that helps designers using McNeel Rhinoceros® to quickly produce physically based, photorealistic visualizations.

Iray is integrated into Rhino, rendering directly within its viewports to give you continual, realistic feedback as you craft your model's form, materials, and lighting. Iray's physically based capability predicts the behavior of real-world materials and lights, giving you accurate results with minimum setup or specialized knowledge. It also supports the NVIDIA vMaterials Library—which includes hundreds of materials—as well as material exchange capabilities with other NVIDIA Material Definition Language (MDL)-compatible applications.

NVIDIA IRAY FOR RHINO NEW FEATURES

> Physically based photorealistic rendering using all supported GPUs and CPUs within the machine

> Scalable distributed rendering with Iray Server

> Interactive updates (in Iray Perspective View) on lights, objects and cameras when making scene adjustments

> NVIDIA Quadro® VCA support for interactive rendering on remote GPUs with linear scalability to interactive quality

SYSTEM REQUIREMENTS

SOFTWARE	**McNeel Rhinoceros 5**
OPERATING SYSTEM	**64-bit Windows 7, 8.1 and 10**

IRAY WORKSTATION PERFORMANCE SCALING

Relative Performance
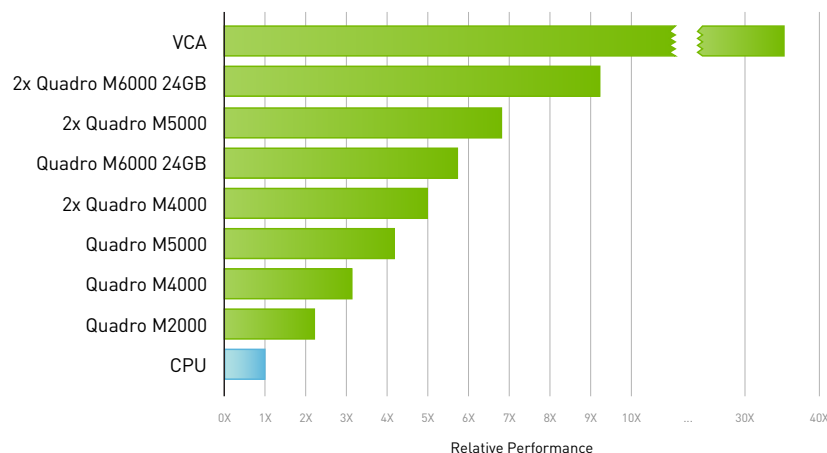
Tests run on a workstation with Intel Xeon E5-2697 V3, 14 cores, 2.6GHz, 32GB RAM, running Win 7 64-bit SP1, using Iray 2015.3 and driver version 361.75, 4K render
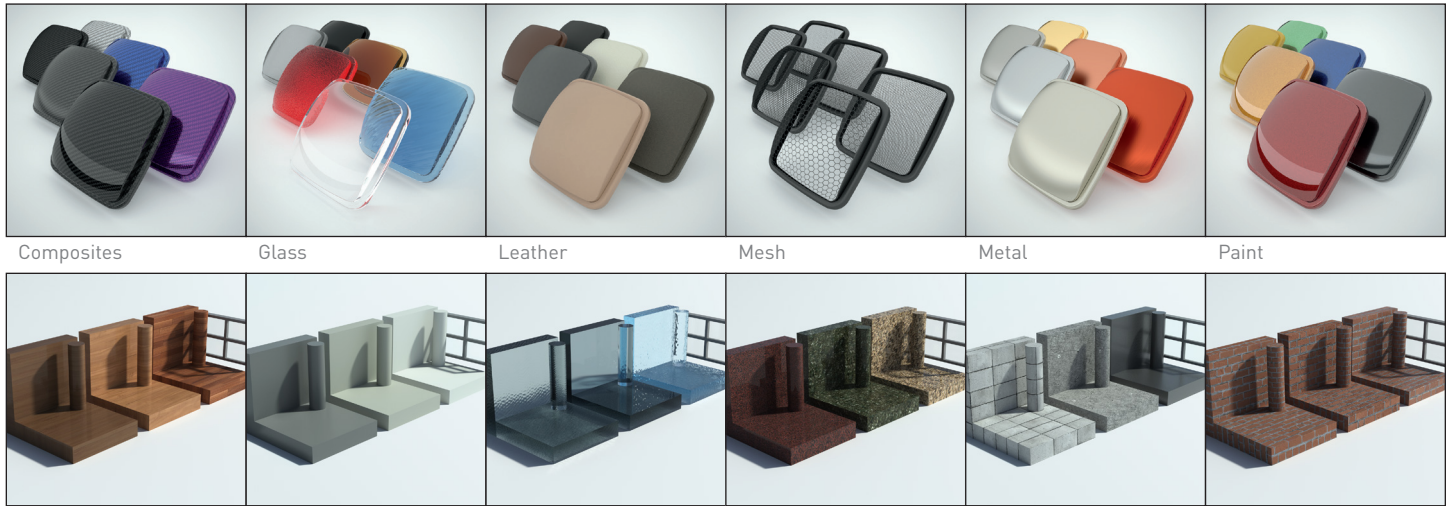

$295/year per machine
TRY IT FREE FOR 90 DAYS

PHYSICALLY-BASED MATERIALS - VERIFIED FOR ACCURACY

vMaterials

Composites

Glass

Leather

Mesh

Metal

Paint

Wood

Paint

Liquids

Granite

Concrete

Bricks

The NVIDIA vMaterials catalog for product and building design is a collection of real-world materials described in the NVIDIA Material Definition Language (MDL). Designed and verified by NVIDIA material specialists for accuracy, control, and consistency, vMaterials provide a fast, reliable way to add realistic materials to your designs. Easily browse, change, and adjust materials to get just the look that's needed within the supported applications.

While vMaterials is the perfect addition to the Iray plugin products, it can be used in any application that supports NVIDIA MDL.
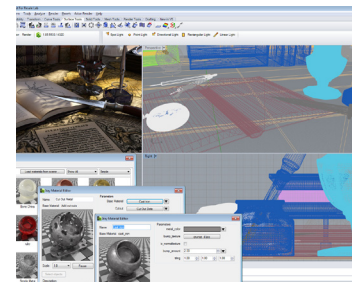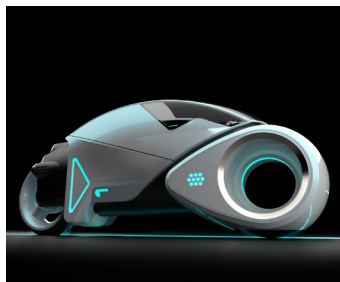
FEATURES

Rendering

Physically based path-trace rendering within Rhino's perspective viewport for accurate preview of final results while adjusting scenes

Progressive rendering for interactive feedback during scene edits

Optimized sampling for accurate caustics

Simultaneous render element generation with negligible speed impact

Fast Depth of Field for smooth interactive adjustments

Support for backplate images, independent of lighting

Lighting

Interactive updates (in Iray Perspective View) upon adjusting light parameters and position

Image-based lighting for fast, convincing environments

New Iray light object that can switch between spot, point, area, etc.

Real-world units of lighting attributes for accurate simulation

Lighting from emissive materials and geometry

Physical sun and sky system

Add additional light sources without cost of speed

Materials

Physically based materials using an intuitive layering approach leveraging NVIDIA MDL

Extensive material flexibility, including subsurface scattering, thin film, gem, etc.

Layered material workflow with multiple windows showing cooperating layers

MDL material saving for building custom, shareable libraries

MDL import and export for sharing materials between different Iray applications or MDL-compliant renderers (e.g., NVIDIA mental ray®)

Support for native Rhino multiple UV mapping

Support for vMaterials Library

Workflow

Continuous visual feedback in Live Render window after scene adjustments

Interactive tone mapping towards desired exposure and white balance

Full animation support of all material and light parameters

Python scripting support

Iray Server support for efficient, scalable offline rendering and streaming

NVIDIA Quadro VCA support for interactive rendering on remote GPUs with linear scalability

For more information on the Iray for Rhino, visit:
www.nvidia.com/irayforrhino