



FROM DREAM TO SCREEN. FAST. NVIDIA® IRAY® FOR CINEMA 4D

NVIDIA® Iray® for Cinema 4D is a plug-in for MAXON's Cinema 4D that delivers exceptional physically based rendering.

The entire look-development process becomes extremely interactive and intuitive using the novel live-rendering feature, which gives you immediate visual feedback while lighting and designing a scene. You can continue to use the physically plausible material options of the Cinema 4D material nodes and shaders, and even add your own material designs and procedural functions using NVIDIA Material Definition Language (MDL). The full NVIDIA vMaterials library is supported, as well as material exchange capabilities with other MDL-compatible applications.

NVIDIA IRAY FOR CINEMA 4D NEW FEATURES

- > Physically based photorealistic rendering using all supported GPUs and CPUs within the machine
- > Scalable distributed rendering with Iray Server
- > Iray Interactive in the Live Render window that provides instant feedback on object transforms and lighting edits
- > NVIDIA Quadro® VCA support for interactive rendering on remote GPUs with linear scalability

SYSTEM REQUIREMENTS

SOFTWARE

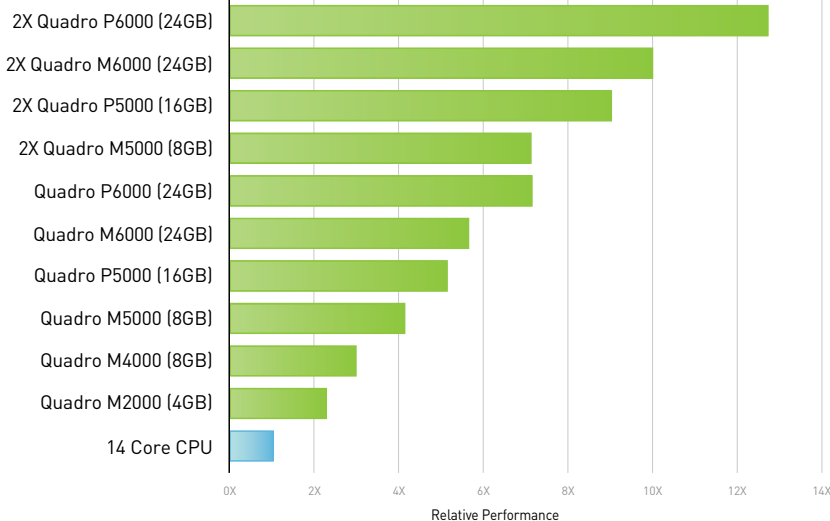
MAXON Cinema 4D R16, R17 or R18

OPERATING SYSTEMS

64-bit Windows 7 and 10

64-bit Mac OS 10.9.x - 10.11.x

IRAY WORKSTATION PERFORMANCE SCALING



Tests run on a workstation with Intel Xeon E5 2697 V3, 14 cores, 2.6 GHz, 32GB RAM, running Windows 7 SP1 64-bit, using Iray 2016.2 and NVIDIA driver version 373.01, 4K render resolution



\$295/year per machine
TRY IT FREE FOR 90 DAYS
www.nvidia.com/irayforcinema4d

PHYSICALLY-BASED MATERIALS - VERIFIED FOR ACCURACY

vMaterials



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-tracing rendering for both interactive and final frame

Iray Interactive ray tracing mode in the Live Render window that provides instant feedback on object transforms and lighting edits

Sampling options for accurate caustics and complex lighting situations

Accurate motion blur out-of-the-box

Simultaneous output of additional render passes with low speed impact

Custom Light Path Expressions for extreme flexibility in post

Physical camera model with lens effects like Depth of Field

Spherical lens to render 360 panoramic VR snapshots



Materials

Interactive updates in Live Render upon adjusting scene materials

Physically based materials using the NVIDIA Material Definition Language (MDL)

Real-world material compositions using an intuitive layering approach

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

Support for MDL import and export for sharing material creations between different Iray applications or MDL-compliant renderers

Support for native Cinema 4D procedurals through auto-baking to texture maps

vMaterials support: the extensive verified material library to represent real-world results



Lighting

Live Render that shows updates while editing light parameters and position

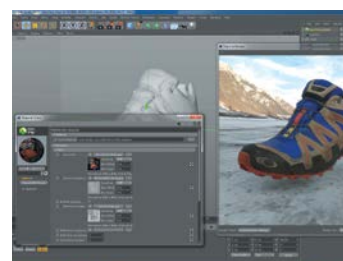
Image-based lighting using HDR images, for fast and flexible environments

Real-world units of lighting attributes for accurate simulation

Correct lighting from emissive materials and geometry

Physical Sun and Sky system, controllable by geo location and time

Efficient handling of many light sources without a performance hit



Workflow

Continuous visual feedback in Live Render window after scene adjustments

Effortless switching between render modes and settings

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 Cinema 4D plug-in, visit: www.nvidia.com/irayforcinema4d

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