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.

**SYSTEM REQUIREMENTS**

**SOFTWARE**

McNeel Rhinoceros 5

**OPERATING SYSTEM**

64-bit Windows 7, 8.1 and 10

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**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
- VR enabled: Render mono and stereo images using three different lens types

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**IRAY WORKSTATION PERFORMANCE SCALING**

<table>
<thead>
<tr>
<th>Configuration</th>
<th>Relative Performance</th>
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</thead>
<tbody>
<tr>
<td>2X Quadro P6000 (16GB)</td>
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<td>14 Core CPU</td>
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</table>

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

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$295/year per machine

TRY IT FREE FOR 90 DAYS

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PHYSICALLY-BASED MATERIALS - VERIFIED FOR ACCURACY

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 custom wallpapers, independent of lighting
Fast Depth of Field with picking feature for smooth interactive adjustments

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 displacement, subsurface scattering, thin film, gem, etc.
Layered material workflow with multiple windows showing cooperating layers
MDL import and export for sharing materials between different Iray applications or MDL-compliant renderers [e.g., NVIDIA mental ray®]
Support of MDL Displacement materials using either parametric or edge length displacement methods for enhanced material detail

Workflow
Continuous visual feedback in Live Render window after scene adjustments
Interactive tone mapping towards desired exposure and white balance
Support of Rhino turntable and fly-through animation
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

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