

V-Ray 3.2 for 3ds Max Upgrade & Licensing Q&A

1. Why did you decide to change your pricing strategy, and does this mean the price of V-Ray is going up?

For years, we've been talking to and working with our customer base to try to come up with an effective pricing strategy that would benefit everyone. During that time, research showed a majority of our customer's use 1-2 render nodes per workstation, which opened up a lot of discussion into their needs and expenses. During that same time an internal audit also revealed that in the developing environment our unlimited policy was no longer sustainable if we wanted to keep providing customers with things like: regular free updates, technical support and continuous development of new features.

Our answer was to build a pricing system that would continue to fuel V-Ray's development and open up new levels of flexibility for artists at every end of the spectrum. For instance, knowing that a lot of our user base consists of individual artists and small teams, we decided to drop the workstation license price by more than 20%. We saw this as a way to help them cut overhead for new hires, and pay for only what they need. We also put a rental policy in place for situations where quick deadlines require immediate scaling of your system.

When you consider that this policy is attached to a new feature package that adds high-end production features, a lot more speed, and tools that simplify workflow, we feel that this version of V-Ray is the best one yet. And with this new pricing strategy we'll have the resources to continue to make it even better, all without cutting into our technical support or slowing down its development to a crawl.

2. How does the new V-Ray 3.2 licensing work?

With V-Ray 3.2 there will be no distinction between render licenses for local, network, or distributed rendering. All of these rendering options are covered by the new Render Node license, making it possible to seamlessly use your license across multiple 3D platforms.

By purchasing 1 copy of **V-Ray 3.2 Workstation for 3ds Max**, users get the ability to use V-Ray's Graphical User Interface (GUI) for editing their settings on one machine and also to render on one machine as a Render Node.

The rendering can be performed either on the same machine where the GUI license is used, or on another machine in the network. In order to use additional computers for rendering though, you will now have to purchase additional V-Ray 3.0 Render nodes.

3. How do I upgrade to V-Ray 3.2?

You can upgrade to a 1, 6 or 11 node solution with a 3.2 license. Please refer to bundle options listed [here](#) for a breakdown on moving from 2.0 to 3.2, distributed rendering to v3.0 universal render nodes and other options.

4. Will V-Ray 3.2 be backwards compatible with older versions of V-Ray?

Backward compatibility is provided for V-Ray 2.0 via the new 2.5 version that installs with your 3.2 upgrade.

V-Ray 2.5 for 3ds Max is licensed under the V-Ray 3.2 Licensing Policy. This means that this release (2.5 build) will use the V-Ray 3.2 Workstation license for the GUI and Render Node 3.0 for any type of rendering (local, DR, Network). The number of 3.0 render nodes you have licensed are the number of render nodes that may also be used with the 2.5 build.

On 07.28.2014 Chaos released the V-Ray 2.5 build for 3ds Max licensed under the V-Ray 3.2 Licensing Policy. This update can be found at the chaosgroup.com [Downloads page](#) under the V-Ray 2.0 for Max section. This is available to all **V-Ray 3.2 customers who want to finish any outstanding projects created with V-Ray 2.0.**

Please be aware; with the release of the new build Chaos Group will no longer provide complementary V-Ray 2.0 for 3ds Max licenses to the users that upgrade their license to the latest version.

With this release it will be easier for users to move between the different versions and encourage more users to upgrade to V-Ray 3.2. With the release of V-Ray 3.2, we will no longer support V-Ray 1.5 and we will not provide backward compatibility for V-Ray 1.5.

Note: Please note that there is no way to install both V-Ray 2.5 and V-Ray 3.2 on one 3ds Max application. This is because V-Ray modifies and uses 3ds Max sources, the application paths and configuration files. For example on 3ds Max 2014 you may install V-Ray 2.0, and on 3ds Max 2015 you may install V-Ray 3.2. If the customer has installed both 3ds Max and 3ds Max Design (same versions, for example 2015) on the machine, then he can install, for example, V-Ray 2.5 on 3ds Max 2015 and V-Ray 3.2 on 3ds Max Design 2015. This is possible because technically they are two different applications, regardless if the functionality is almost the same.

5. Will my V-Ray 2.0 for 3ds Max render nodes remain unchanged if I don't upgrade?

Yes. V-Ray 2.0 licenses will not change unless you decide to upgrade to the new version.

6. Are these render nodes only going to work for 3ds Max or do they work for all V-Ray host applications?

With V-Ray 3.2, your render nodes will be universal across multiple platforms, starting with 3ds Max. Recently V-Ray for Maya & Softimage were also upgraded to version 3, and a new release of V-Ray 3.0 for NUKE is now available; your universal render nodes will now work across V-Ray 3.2 for Max, V-Ray 3.1 for Maya, V-Ray 3.0 for Softimage, & V-Ray 3.0 for NUKE. In the future, we will support Rhino3D and SketchUp as these platforms move to 3.0; we are also considering other platforms so look for updates on that in the future.

Also with the ability to re-use your licenses, expanding your rendering capabilities is easy. These licenses are floating so if you need to use another workstation, you can at will.

7. We are a small company, how will this new policy affect us?

We are working to provide small businesses with a number of ways to be successful; which is why we brought down the base price on workstation licenses and added a new rental policy that will help you scale on demand.

However, whether you are a small studio or very large production company, your best bet depends on your specific needs. Our new policy was designed to offer you plenty of options for upgrading your workstation and/or render node licenses, so you can take into account timing, scaling, and new hires.

If you would like help upgrading or more information please contact the sales team at Digimation: sales@digimation.com or call 407.833.0600.