

Lighting and Rendering: Assignment

BY

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Best 3D rendering softwares

V-Ray: Smarter. Faster. Render.

Built for artists, designers & jacks-of-all-trades, our 3D rendering software helps you visualize anything imaginable. Undoubtedly, you will save time and create your best work with tech from Chaos.

Platforms: Windows, Mac

Host Support:

- Cinema 4D
- 3ds Max
- Maya
- Softimage (no longer in development)
- Rhino
- Modo
- Nuke
- Sketchup
- Revit
- Unreal
- **Price:** Starting at \$695, depending on host support.

Arnold: Arnold software is an advanced Monte Carlo raytracing renderer. Another key point, it's designed for artists and for the demands of modern animation and visual effects (VFX) production.

Platforms: Windows, macOS X, Linux

Host Support:

- 3ds Max
- Maya
- Softimage
- Houdini
- Cinema 4D
- Katana

Price: One-year subscription starting at \$360.00

Corona: New advanced high-performance renderer for 3ds Max, Cinema 4D, and other platforms. Corona Renderer delivers high-quality, physically-based shading in production rendering. Significantly, all of its features are tightly integrated into Autodesk 3ds Max.

Platforms: Windows

Host Support:

- 3ds Max
- Cinema 4D
- ARCHICAD
- Standalone

Price: One-year subscription starting at \$350.00

Redshift: Redshift is the world's first fully GPU-accelerated, biased renderer. Redshift is a powerful GPU-accelerated renderer, built to meet the specific demands of contemporary high-end production rendering. In other words, Redshift is tailored to support creative individuals and studios of every size. In fact, Redshift offers a suite of powerful features and integrates with industry-standard CG applications.

Platforms: Windows, Mac

Host Support:

- Maya
- Softimage
- 3DS Max
- Cinema 4D (Note: R25 IS supported)
- Houdini

Price: \$500

KeyShot: Luxion KeyShot is a stand-alone, real-time ray tracing and global illumination program used to create 3D renderings, animations, and interactive visuals. With its CPU-based architecture, photorealistic real-time rendering can be achieved on both Mac and PC. In fact, real-time rendering is possible even on laptops, without the need for high-end graphics cards.

Platforms: Windows, Mac

Host Support: Standalone

Price: Starting at \$995