

Does the Iray render plugin support iClone/Character Creator visual settings and effects?

Iray Render plugin v1.0 currently supports the following features:

| Item                      | Iray Plug-in v1.0 |
|---------------------------|-------------------|
| <b>Light</b>              |                   |
| <b>Iray Sun &amp; Sky</b> | v                 |
| Directional Light         | v                 |
| Spot Light                | v                 |
| Point Light               | v                 |
| <b>Camera</b>             |                   |
| DOF                       | v                 |
| Bokeh                     | v                 |
| <b>Visual Effect</b>      |                   |
| <b>Iray Tonemapper</b>    | v                 |
| <b>Iray Bloom Filter</b>  | v                 |
| IBL Settings              | v                 |
| GI Settings               | x                 |
| Shadow Map                | x                 |
| Ambient Light             | x                 |
| Ambient Occlusion         | x                 |
| Fog Settings              | x                 |
| HDR Effect                | x                 |
| Toon Shader               | x                 |
| Post Effect               | x                 |

\*Iray is a physically based rendering engine that handles global illumination and shadows differently from iClone and Character Creator. So straight-forward auto-conversion of scene materials,

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lights, and environments is not realistic.

\*The Iray render plugin provides tonemapper and bloom filter functions for adding additional post-effects to the final render, see (Manual link) for more details.

Reallusion FAQ

<https://kb.reallusion.com/Product/52716/Does-the-Iray-render-plugin-support-iCloneCharacter-Creator-vis>