What assets does the Iray Render plugin v1.1 for iClone 7 and Character Creator 3 support? (v1.1)

Iray Render plug-in v1.1 currently supports the following Items / features:

| Item | Iray Plug-in v1.1 |
|---|---|
| **Object** | |
| Avatar | v |
| Prop | v |
| Terrain (iClone Only) | v |
| iTree (iClone Only) | v |
| iGrass (iClone Only) | v |
| Image Layer | x |
| Water | x |
| iParticle | x |
| PopcornFX Particale | x |
| **Light** | |
| Iray Sun & Sky | v |
| IES Light | v |
| Directional Light | v |
| Spot Light | v |
| Point Light | v |
| **Camera** | |
| DOF | v |
| Bokeh | v |
| **Visual Effect** | |
| Iray Tonemapper | v |
| Iray Bloom Filter | v |
| IBL Settings | v |
| GI Settings | x |
| Shadow Map | x |
| Ambient Light | x |
| Ambient Occlusion | x |
| Fog Settings | x |
| Toon Shader | x |
| HDR Effect | x |
| Post Effect | x |

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*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, 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 for more details.


Reallusion FAQ

https://kb.reallusion.com/Product/52759/What-assets-does-the-Iray-Render-plugin-v11-for-iClone-7-and-(