

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:

<b>Item</b>	<b>Iray Plug-in v1.1</b>
<b>Object</b>	
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
<b>Light</b>	
<b>Iray Sun &amp; Sky</b>	v
<b>IES Light</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
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->