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OTOY has just released its latest version of OctaneRender, which integrates seamlessly with Blender 2.80. Link OTOY Forum: OctaneRender™ 2019 for Blender® 2.8 - a new free level! Bart Veldhuizen I have a long history with Blender – I wrote some of blender's first tutorials, worked for Not a Number and helped run a crowdfunding campaign that open source Blender (the first on the internet). I founded BlenderNation in 2006 and have been editing it every day ever since :) I also run the Blender Artists Forum and I'm the community leader at Sketchfab. Related Previous articleVaansenas studios Animation Showreel 2019 Next article Blender 2.80 is shipping OctaneRender, Manual, Standalone, Edition, Node, Render, Texture, Settings, Materials, Allows, Octane, Otoy, Render otoy.com User's Guide - Octane Render - Otoy OctaneRender® is the first and fastest unbiased, spectral correct gpu render engine that provides quality and speed unmatched by any manufacturing renderer on the market. OTOY® prides himself on pushing state-of-the-art graphics technologies with groundbreaking machine learning optimizations, off-core geometry support, massive 10-100x increase in scene graph speed, and GPU hardware acceleration for RTX beam tracking. What's new in Octane RTX's Octane RTX Octane Acceleration Octane rtx hardware acceleration with a 2-5x increase in nvidia raytracing gpu rendering speed with multi-GPU support. Rtx acceleration speed increases the increase in more complex scenes and can be tested using RTX OctaneBench®. Layered materials A new layered material system allows you to create a complex material that consists of a base layer, with a maximum of 8 layers that can be inserted on top of the base layer. New nodes include: layered material, diffuse layer, mirror layer, gloss layer, metal layer, and layer group nodes. Thanks to its unique layered materials, Oktan allows you to create complex materials in a physically based way, as opposed to manually mixing materials together. Spectral Random Walk SSS and Hair Material The new Random Walk medium allows you to create ultra realistic skin and other absorbent/scattering materials in Octane. With the new Spectral Hair Material from Random Walk SSS and Octane, you can easily create photorealistic digital characters. Spectral hair material allows different hair dye modes as well as multiple roughness parameters for different dispersion behavior along the hair strand. Octane Vectron™ and Spectron™ Procedural Geometry and Lighting Octane Vectron (Vector-Polygon) provides endless procedurally generated scenes, volumes, and geometry that bypass grids and volumes. With Vectron, you can create procedurally generated scenes entirely on a GPU without using a VRAM GPU and with zero memory. Spectron's procedural volumetric lights allow you to create procedurally controlled volume lighting – like spotlights – with blockers, barn doors, gets, and more. OSL and Procedural Vertex Displacement Now and shifting OSL vertices (height or vector displacement) before rendering. It is a robust displacement system that does not suffer from the same limitations as the old displacement system (which is now known as texture shift). Octane also allows you to combine/map vector/layer height using a new displacement mixer node. OSL Shaders for solid textures Until recently, you could only use static colors for absorption, dispersion, and emissions in volumes. You can now apply all textures to volumes. Read more for a deep dive of all the new features. Function.

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