

	Arnold-CPU	Arnold-GPU	V-Ray CPU	V-Ray GPU	ART	
Cameras						
Physical Camera	•	•	•	•	•	
Standard Free/Target	•	•	•	•	•	
Arnold VR (others)	•	•	x	x	x	
VRayPhysicalCamera	x	x	•	•	x	
Exposure Control						
Physical Camera	•	•	•	•	•	
Vray Exposure Control	x	x	•	•	x	
Lights						
Sunlight						
Sun Positioner + Sky	•	•	x	x	•	
Arnold Skydome + Sky	•	•	x	x	x	
VRaySun + VRaySky	x	x	•	•	x	
Lights						
Photometric Lights	•	•	• ¹	• ¹	•	¹ Much slower than V-Ray lights
Arnold Lights	•	•	x	x	x	
VRayLight	x	x	•	•	x	
VRayIES	x	x	• ²	• ²	x	² Shape (glow) of light invisible
Materials						
Physical Material	•	•	•	x	•	
Autodesk Material (Revit)	x	x	x	x	•	
Arnold Std Surface	•	•	x	x	x	
VRayMtl	x	x	•	•	x	
Maps						
General						
Bitmap	• ³	• ³	•	•	•	³ PSD flattened, No AVI, IFL-only
Procedural	•	x	•	•	•	
Arnold						
Bitmap	•	•	x	x	x	
Procedural	•	•	x	x	x	
OSL						
Procedural	• ⁴	• ⁴	• ⁴	• ⁴	x	⁴ Your mileage may vary
V-Ray						
VRayBitmap	x	x	• ³	• ³	x	³ PSD flattened, No AVI, IFL-only
Procedural	x	x	•	•	x	
Environments						
Physical Sun & Sky	• ⁵	• ⁵	x	x	• ⁵	⁵ Required with Sun Positioner
Physical Sky	• ⁶	• ⁶	x	x	x	⁶ Assigned to "Arnold Light (Skydome)".
VRaySky	x	x	• ⁷	• ⁷	x	⁷ Not required.
Bitmap/Procedural	• ⁸	• ⁸	•	•	x	⁸ Use Backplate with Sun Positioner.