

Compatibility and Licensing

This page covers the basics of licensing Chaos Scans and its compatibility with V-Ray and Corona.



Overview

[Chaos Scans plugin](#) is available with V-Ray and Corona installations and allows the use of Chaos Scans downloaded from [Chaos Scans Material Library](#). To tweak a Scans material in a scene, a separate license for the Chaos Scans plugin must be available through your Chaos License account.

In V-Ray 6 and later, the Scanned Material doesn't require an additional render license. In V-Ray versions earlier than V-Ray 6, rendering Scanned Materials requires a separate license, otherwise images render with a watermark.

Platforms Compatibility

Chaos Scans is currently compatible with the following platforms:

Platform	 V-Ray				 Corona		
	V-Ray 3.6	V-Ray Next	V-Ray 5	V-Ray 6	Corona 9	Corona 10	Corona 11
3ds Max	✓	✓	✓	✓	✓	✓	✓
Maya	✓	✓	✓	✓	-	-	-
Cinema 4D	✗	-	✓	✓	✓	✓	✓
Houdini	-	✓	✓	✓	-	-	-
SketchUp	✓	✓	✓	✓	-	-	-
Rhino	✓	✓	✓	✓	-	-	-
Revit	✓	✓	✓	✓	-	-	-
Modo	✗	✓	discontinued		-	-	-
Katana	✗	✓	discontinued		-	-	-

Find more information at [Chaos Help Center](#).

License Setup

Chaos Scans is licensed the same way as Corona and V-Ray, and uses the Chaos License Server. The Chaos Scans license is visible in your existing Chaos license account.

For more details on how the Chaos Scans plugin is able to utilize the Chaos License Server, please see the [Licensing](#) page.