

# Chaos Cloud Rendering

This page provides information about submitting render jobs to Chaos Cloud Rendering from V-Ray for 3ds Max.

## Overview

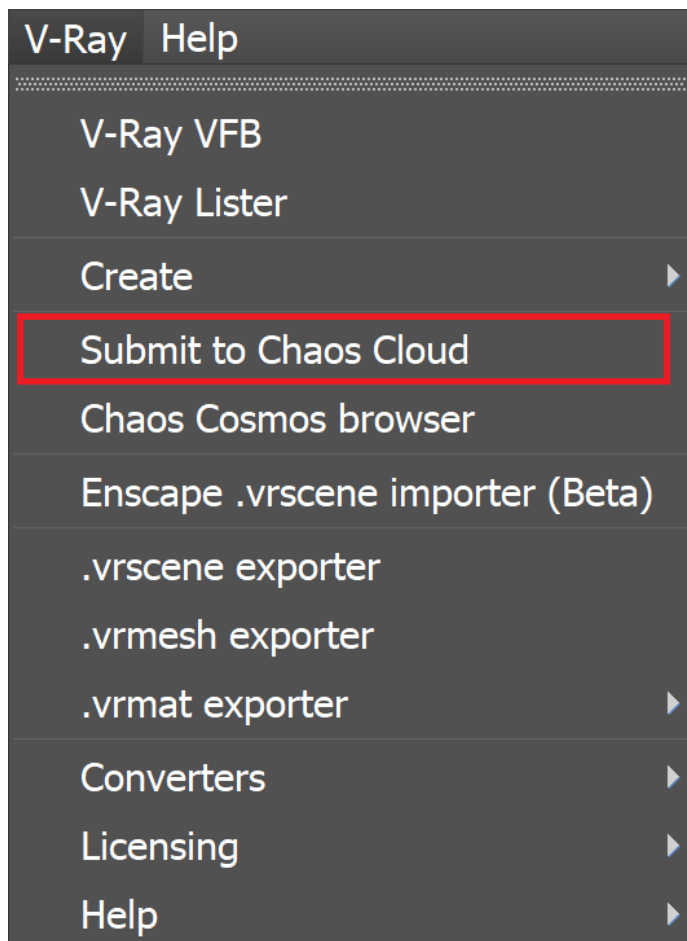
Submitting render jobs to [Chaos Cloud Rendering](#) is done directly from V-Ray for 3ds Max's interface. This page walks you through the steps of doing so.

Chaos Cloud requires the installation of the Chaos Cloud Client Application. For more information, please visit the [Installation of Chaos Cloud Client page](#). If you add a new version of a job you have already submitted, its upload will be much quicker than the initial upload. Chaos Cloud Rendering compares every new job to the existing ones, and if there is a match, the client app uploads only the changes. This is useful when you make a new iteration of an existing scene and is why it's recommended to keep your jobs in Chaos Cloud Rendering while you are still working on them.

UI Path: ||V-Ray Toolbar|| > Submit to Chaos Cloud rendering  
||V-Ray Toolbar|| > **Submit to Chaos Cloud rendering** button



||V-Ray menu|| > **Submit to Chaos Cloud**



## Submitting Render Jobs

V-Ray for 3ds Max provides built-in integration with [Chaos Cloud Rendering](#) so you can submit render jobs to the cloud directly from 3ds Max, using the dedicated **Submit to Chaos Cloud rendering** button. The button is located on the [Toolbar](#).



Clicking the button opens the **Submit to Chaos Cloud rendering** dialog. Click **Submit** to send your currently opened scene to Chaos Cloud for rendering.



1,000 credits

LT

## Submit scene to cloud rendering job

Select project

+ Create

New (by Default)

Name

untitled

Job credit limit

0

Upload only ⓘ

Ignore warnings ⓘ

### Render & output settings ⓘ

Render engine

Width x Height (px)

Type

Render mode

Preview width

1280

Preview height

720

Pre

## Analyze compatibility



### Quick tip

To check if the output meets your expectations, consider rendering a lower resolution for a still image, and a small frame if your scene is animation.

Submit

*Still Image Example*



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## Submit scene to cloud rendering job

Select project

[+ Create](#)

New (by Default)

Name

abc\_advanced\_override.max

Frames range

1-3

Frames step

1

Upload only ⓘ

Ignore warnings ⓘ

## Render &amp; output settings ⓘ

Render engine

Width x Height (px)

Type

Render mode

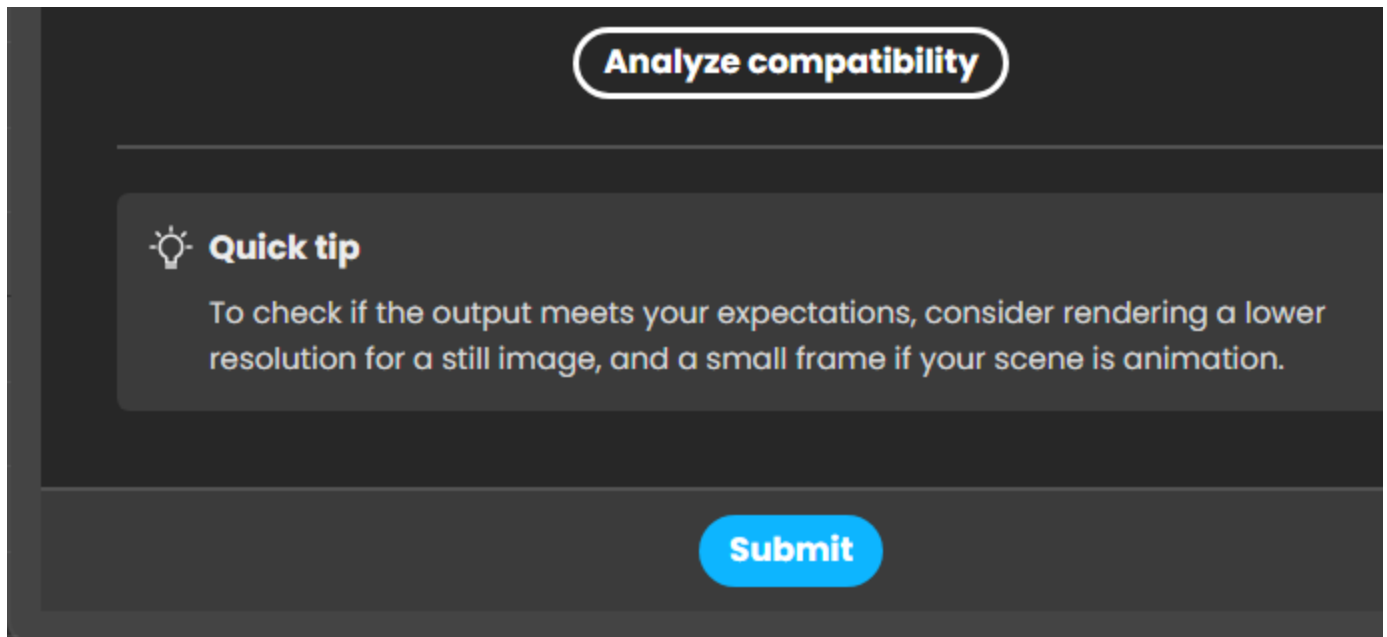
Preview width

1280

Preview height

720

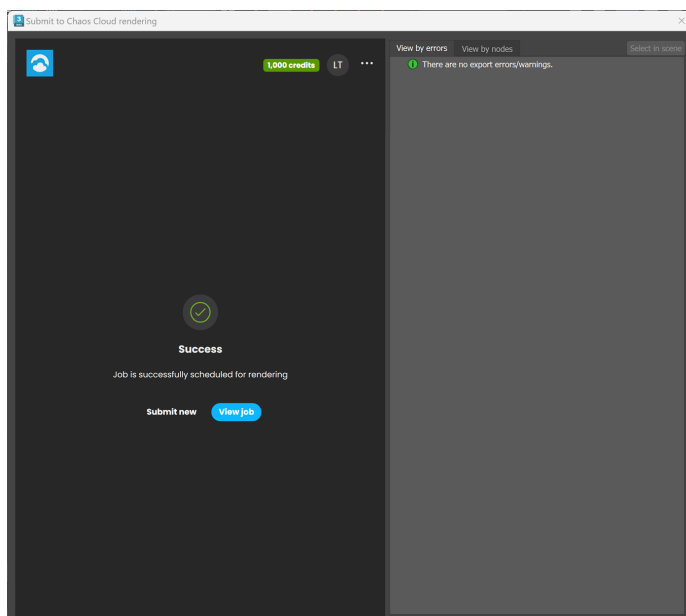
Pre



*Animation Example*

Alternatively, render jobs can also be submitted through the Standalone Chaos Cloud Application and any command-line interface. For more information, see [Submitting render jobs to Chaos Cloud](#).

Once a job has been submitted it gets analyzed and sent to Chaos Cloud for rendering. Press the **Submit new** button to submit another job. Press the **View job** button to view your job on the Cloud.



## Footnotes

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- .vrimg is a Chaos proprietary file format used by the V-Ray Frame Buffer to store the rendered image incrementally (bucket by bucket) while rendering in full floating-point format, with all available render elements. It is used as a render output but it is not recommended to use it as a texture file format. VRIMG contains metadata, i.e. render statistics. It supports dynamic bucket size.