

Chaos Cloud Supported Features

This page provides a table of features supported by Chaos Cloud rendering in Maya.

Overview

These features are supported by Chaos Cloud in Maya.

Supported Features

Geometry

Feature	Chaos Cloud
Triangle meshes	✓
V-Ray Proxy	✓
Alembic via proxy	✓
NURBS	✓
Subdivisions	✓
Displacement	✓
V-Ray Fur	✓
Maya Hair	✓
XGen	✓
Infinite plane	✓
Particles	✓ (All types except tube, cloud, and numeric. Type "blobby surface" renders as spheres.)
MASH	✓
VRayClipper	✓

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Lights

Feature	Chaos Cloud
Textured lights	✓
V-Ray Lights	✓
Standard Lights	✓
Photometric Lights	✓
Image-based lighting	✓
Light and shadow linking	✓

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Materials

Feature	Chaos Cloud
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VRayAISurface	✓
VRayBlendMtl	✓
VRayCarPaint	✓
VRayCarPaint2	✓
VRayLightMtl	✓
VRayMtl	✓
VRay2SidedMtl	✓
VRayMtlWrapper	✓
VRayFastSSS2	✓
VRayFlakesMtl	✓
VRayFlakes2Mtl	✓
VRayHairNextMtl	✓
VRayGLSLMtl	✓
VRayHairMtl	✓
VRayBumpMtl	✓
VRayVRmatMtl	✓
VRayOSLMtl	✓
VRayScannedMtl	✓
VRayStochasticFlakesMtl	✓
VRaySwitchMtl	✓
VRayToonMtl	✓
VRayMtlRender Stats	✓
VRay Mesh Material	✓
VRayPointParticleMtl	✓
Maya Ramp Shader	✓

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Textures

Feature	Chaos Cloud
Bitmap	✓
Checker	✓
Bulge	✓
Cloth	✓
Fractal	✓
Grid	✓
Mountain	✓
Wood	✓
Sampler Info	✓
Ramp	✓
Substance	✓

Noise	✓
Granite	✓
Leather	✓
LookDevKit nodes	✓
VRayFresnel	✓
Vertex Color	✓
VRaySky	✓
VRayDirt	✓
VRayFalloff	✓
VRayTemperature	✓
VRayEdges	✓
VRayDistanceTex	✓
VRayGLSL	✓
VRayPTex	✓
VRayHairSampler	✓
VRayFurSampler	✓
VRaySoftBox	✓
VRayOSLTex	✓
VRayParticleTex	✓
VRayRaySwitch	✓
VRayTriplanarTex	✓
VRayUserColor	✓
VRayUserScalar	✓
VRayCurvature	✓
VRayLayeredTex	✓
VRayInverseExposure	✓
VRayUVWRandomizer	✓

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Maya Utility Nodes

Feature	Chaos Cloud
contrast	✓
clamp	✓
gammaCorrect	✓
luminance	✓
ramp [Texture]	✓
remapColor	✓
remapHsv	✓
remapValue	✓
blendColors	✓

samplerInfo	✓
multiplyDivide	✓
plusMinusAverage	✓
reverse	✓
surfaceLuminance	✓
hsvToRgb	✓
choice	✓

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samplerInfo

Feature	Chaos Cloud
Ray Direction	✓
Normal Camera	✓
Pixel Center	✓
Point Camera	✓
Point Obj	✓
Point World	✓
Tangent UCamera	✓
Tangent VCamera	✓
UV Coord	✓

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multiplyDivide

Feature	Chaos Cloud
No operation	✓
Multiply	✓
Divide	✓
Power	✓

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plusMinusAverage

Feature	Chaos Cloud
Input 1D	✓
Input 2D	✓
Input 3D	✓

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Environment

Feature	Chaos Cloud
Spherical Mapping	✓
Mirror ball mapping	✓
Angular mapping	✓
Toon shading	✓
VRaySimpleFog	✓
VRayScatterFog	✓
VRayEnvironmentFog	✓
VRayAerialPerspective	✓

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Global Illumination Methods

Feature	Chaos Cloud
Brute Force	✓
Light Cache	✓

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Cameras

Feature	Chaos Cloud
Motion blur (transformation and deformation)	✓
Camera motion blur	✓
Camera DoF	✓
VRayPhysicalCamera	✓
Stereoscopic	✓
Dome Camera	✓

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Render Elements

Feature	Chaos Cloud
Preset: Back to Beauty	✓
Atmospheric Effects	✓
Background	✓
Bump Normals	✓
Caustics	✓
Coat Specular	✓
Coat Filter	✓

Coat Glossiness	✓
Coat Reflection	✓
Coverage	✓
Cryptomatte	✓
DR Bucket	✓
Denoiser	✓
Diffuse	✓
Extra Tex	✓
GI	✓
LightMix	✓
Light Select	✓
Lighting	✓
Lightning Analysis	✓
Material ID	✓
Material Select	✓
Matte Shadow	✓
Metalness	✓
Multi Matte	✓
Multi Matte ID	✓
Noise Level	✓
Normals	✓
Object ID	✓
Object Select	✓
Raw Coat Filter	✓
Raw Coat Reflection	✓
Raw Diffuse Filter	✓
Raw GI	✓
Raw Light	✓
Raw Reflection	✓
Raw Reflection Filter	✓
Raw Refraction	✓
Raw Refraction Filter	✓
Raw Shadow	✓
Raw Sheen Filter	✓
Raw Sheen Reflection	✓
Raw Total Light	✓
Reflect IOR	✓
Reflection	✓
Reflection Filter	✓
Reflection Glossiness	✓

Reflection Highlight Glossiness	✓
Refraction	✓
Refraction Filter	✓
Refraction glossiness	✓
Render ID	✓
SSS	✓
Sample Rate	✓
Sampler Info	✓
Self Illumination	✓
Shadow	✓
Sheen Specular	✓
Sheen Filter	✓
Sheen Glossiness	✓
Sheen Reflection	✓
Specular	✓
Toon	✓
Toon Lighting	✓
Toon Specular	✓
Total Light	✓
Unclamped Color	✓
Velocity	✓
Z Depth	✓
VRScansPaintMask	✓
VRScansZoneMask	✓

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Overrides - Camera

Feature	Chaos Cloud
Override FOV	✓
Depth of Field	✓
Motion blur	✓

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Overrides - Geometry

Feature	Chaos Cloud
Displacement	✓
Subdivision	✓
Viewport subdivision	✓
Hair/PaintFX/Fur	✓
Proxy Objects	✓

Particles	✓
Plugin Geometry	✓
Hidden geometry	✓

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Overrides - Lighting

Feature	Chaos Cloud
Lights	✓
Hidden lights	✓
Shadows	✓
Ignore shadow and light linking	✓
Disable self-illumination	✓
Probabilistic lights	✓

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Overrides - Materials

Feature	Chaos Cloud
Reflection / Refraction	✓
Glossy effects	✓
SSS	✓
Global max depth	✓
Max Transparency levels	✓
Transparency cutoff	✓
Allow negative shader colors	✓

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Overrides - Textures

Feature	Chaos Cloud
Maps	✓
Filter maps	✓
Uninverted normal bump	✓

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Overrides - Rendering

Feature	Chaos Cloud
Don't render final image ¹	Partial
Secondary ray bias	✓
Max ray intensity	✓

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Overrides - Environment

Feature	Chaos Cloud
Environment override	✓

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Overrides - Volumetrics

Feature	Chaos Cloud
Environment volume	✓
Probabilistic volumetrics	✓

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Plug-ins

Feature	Chaos Cloud
Ornatrix	✓
VRayScatter	✓

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Other

Feature	Chaos Cloud
VRayLensEffects (VFB)	✓
VRayVolumeGrid	✓
Antialiasing	✓
Color Mapping	✓
VFB	✓
Render Mask	✓
VRayMetaballs	✓
UDIM/UVtile texture tags	✓
Anisotropy	✓
UVWProjections	✓
Bitmap/Geometry cache	✓
VRay Renderable Curves set	✓
V-Ray custom user attributes	✓
Matte objects	✓

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Footnotes

¹ – **Don't render final image** option does work as an override in Chaos Cloud, but there is no way to obtain the GI files generated by it after the render finishes.