Chaos Cloud Rendering

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

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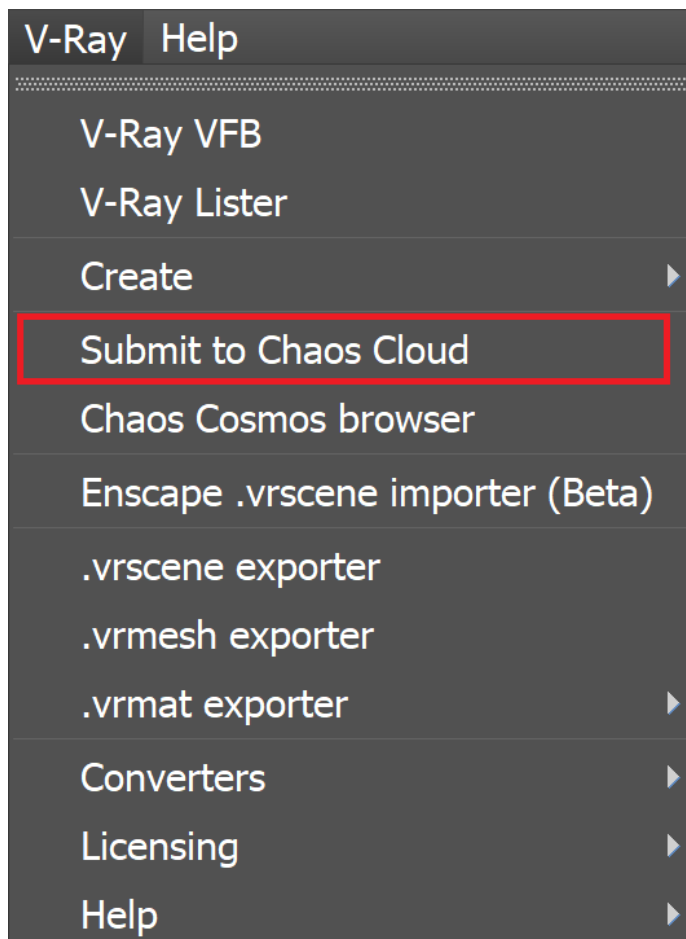
Submitting render jobs to Chaos Cloud Rendering is done directly from V-Ray for 3ds Max's interface. This page walks you through the steps of doing so.

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   V

Width x Height (px)   1280

Type   I

Render mode   Progre

Preview width   Preview height

1280   720   Pre

Still Image Example

1,000 credits   LT

Submit scene to cloud rendering job

Select project   + Create

New (by Default)

Name

abc_advanced_override.max

Frames range   Frames step

1-3   1

Upload only ⓘ

Ignore warnings ⓘ

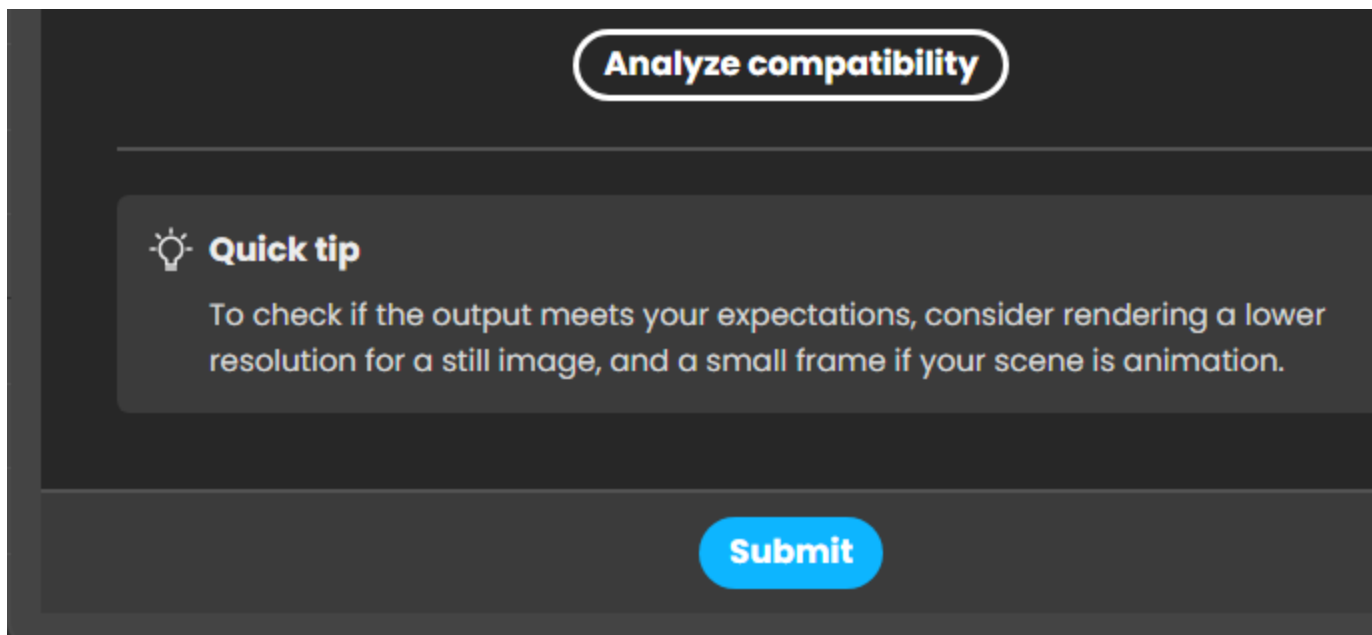## Render & output settings ⓘ

Render engine   V
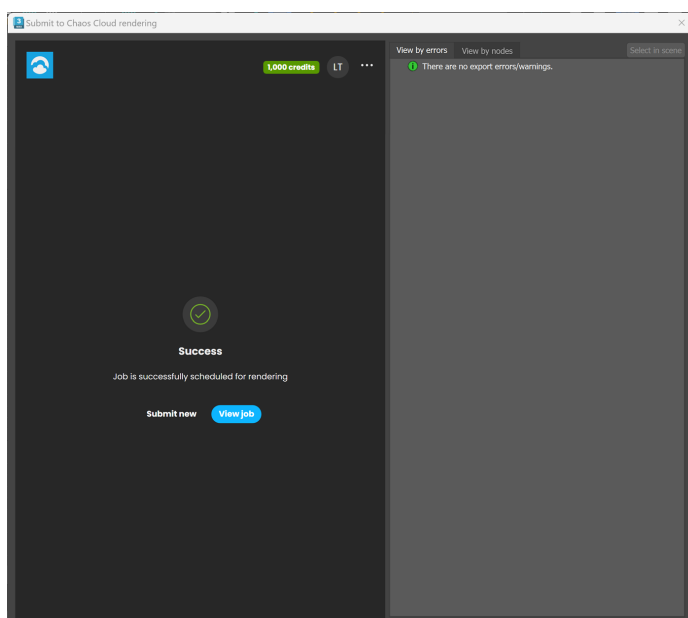
Width x Height (px)   1280

Type   Anim

Render mode   Progre

Preview width   Preview height

1280   720   Pre

Animation Example

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

- .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.