Chaos Vantage, v1.2.0

Official Release

Date - April 14, 2021

New Features

Materials

- Support for Clear coat in V-Ray Material
- Support for glossy Fresnel reflections

Camera

- Support for importing multiple cameras from one .vrscene file

Environment

- Background override option to affect refraction and mirror reflection rays

Output

- Support for saving .PNG files with alpha channel

Modified

UX

- Animation FPS in Vantage is set based on .vrscene
- Asset filtering options in the merge scene dialogue on import
- Disabled tools in the UI that can't be used during Live Link
- Added specific gizmo shapes for lights depending on their type

.vrscene

- Improved performance when loading animated .vrscene

Fixes

Live Link

- Layer and object visibility changes breaking multi-materials in Live Link

Lights

- Broken disc and rectangle light when loading a new scene after disabling lights

Animation

- Precision issues with animation of rotating objects