








Chaos Cloud Supported Features

This page provides a table of features supported by Chaos Cloud rendering in 3ds Max.

















Supported Features

Cameras

| Feature | Chaos Cloud |
|--|--|
| Motion blur (transformation+deformation) |  (On integer frames) |
| Camera motion blur |  (On integer frames) |
| Camera DoF |  |
| Perspective |  |
| VRayPhysicalCamera |  |
| Stereoscopic |  |
| Distortion for Physical Camera |  |

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Geometry

| Feature | Chaos Cloud |
|-----------------------------------|---|
| Triangle meshes |  |
| VRayProxy |  |
| Alembic via proxy |  |
| NURBS |  |
| Subdivisions |  |
| Displacement |  |
| VRayFur |  |
| Hair&Fur |  |
| VRayPlane |  |
| VRaySphere |  |
| Particles (with Particle Flow) |  |
| X-Ref Scene |  |
| VRayInstancer |  |
| VRayClipper |  |
| ChaosScatter |  |
| VRayEnmeshMod |  |

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Lights

| Feature | Chaos Cloud CPU |
|---------------------------------|-----------------|
| Lights textures | ✓ |
| V-Ray Lights | ✓ |
| Standard Lights | ✓ |
| Photometric Lights | ✓ |
| Ambient Light | ✓ |
| Image based lighting | ✓ |
| 3ds Max Default lights | ✗ |
| Procedural clouds ¹⁵ | ✓ |

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Global switches

| Feature | Chaos Cloud CPU |
|--------------------------------|-----------------|
| Displacement | ✓ |
| Lights | ✓ |
| Hidden lights | ✓ |
| Don't render final image | ✓ |
| Override depth | ✓ |
| Override material | ✓ |
| Override material exclude list | ✓ |
| Shadows | ✓ |
| Reflection/Refraction | ✓ |
| Maps | ✓ |
| Glossy effects | ✓ |
| Max ray intensity | ✓ |
| Filter maps | ✓ |
| Secondary rays | ✓ |
| Max transp. levels | ✓ |
| Transp. cutoff | ✓ |
| Light tree and adaptive lights | ✓ |
| Default lights | ✗ |

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Textures

| Feature | Chaos Cloud CPU |
|---------|-----------------|
|---------|-----------------|

| | |
|----------------------------|----------------------|
| Bitmap | ✓ |
| Cellular ¹⁸ | ✓ |
| Checker | ✓ |
| Color Correction | ✓ |
| Composite | ✓ |
| Dent | ✓ |
| Falloff | ✓ ³ |
| Forest Color | ✓ |
| Gradient | ✓ |
| Gradient ramp ⁵ | ✓ |
| Marble | ✓ |
| Mask | ✓ |
| Mix | ✓ |
| Noise ¹⁶ | ✓ |
| Output | ✓ |
| OSL Map ⁸ | PARTIAL ² |
| Particle Age | ✗ |
| Particle MBlur | ✗ |
| Perlin Marble | ✗ |
| RGB Multiply | ✓ |
| RGB Tint | ✓ |
| Smoke | ✓ |
| Speckle | ✓ |
| Splat | ✓ |
| Stucco | ✓ |
| Substance | ✓ ⁴ |
| Swirl | ✓ |
| Tiles | ✓ |
| Vertex Color | ✓ |
| Waves | ✓ |
| Wood | ✗ |
| Advanced Wood | ✗ |
| VRayBump2Normal | ✗ |
| VRayColor | ✓ |
| VRayColor2Bump | ✓ |
| VRayCompTex | ✓ |
| VRayCurvature | ✓ |
| VRayDirt | ✓ |

| | |
|--------------------------|-------------------|
| VRayDistanceTex | ✓ |
| VRayEdgesTex | ✓ |
| VRayFakeFresnelTex | ✗ |
| VRayGLSLTex | ✓ |
| VRayBitmap | ✓ |
| VRayHairInfoTex | ✓ |
| VRayICC | ✓ |
| VRayLUT | ✓ |
| VRayMap | ✗ (deprecated) |
| VRayMultiSubTex | ✓ |
| VRayNoiseTex | ✓ |
| VRayNormalMap | ✓ |
| VRayOCIO | ✓ |
| VRayOSLTex | ✓ |
| VRayParticleTex | ✓ |
| VRayPluginNodeTex | ✓ |
| VRayPTex | ✓ |
| VRaySky | ✓ |
| VRaySamplerInfoTex | ✗ |
| VRaySoftBox | ✓ |
| VRayTriplanarTex | ✓ |
| VRayUserColor | ✓ |
| VRayUserScalar | ✓ |
| VRayUVWRandomizer | ✓ |
| PhoenixFDOceanTex | ✓ |
| ChaosScatterSurfaceColor | ✓ |
| VRayOSLOutputSelector | ✓ |
| VRayPointCloudColor | ✓ |

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3rd Party Plugins

| Feature | Version | Chaos Cloud CPU |
|--------------|-------------|-----------------|
| ForestPro | v8.2.1 | ✓ ¹² |
| RailClone | v6.0.7 | ✓ ¹⁴ |
| MultiScatter | 1.623 | ✓ |
| ColorCorrect | v3.4.138.22 | ✓ |
| Ornatrix | v7.4.3 | ✓ |

| | | |
|---------------------------|------------------------|-----------------------|
| HairFarm | Professional 2.7.3.232 | ✓ |
| MultiTexture | 2.04 | ✓ |
| Bercon Maps ¹¹ | 3.04 | ✓ |
| Anima | 5.0.2 | PARTIAL ¹⁰ |
| GrowFX | 2.0.0 | ✗ |
| tyFlow | v1.018 | ✓ ⁷ |
| thinkingParticles | 6.10 (R 6.10.257) | ✓ |
| SiNi Scatter | 1.26.0 | INITIAL |
| SiClone | | INITIAL |
| ProxSi | | ✓ |
| SiNi Disperse | | INITIAL |
| Floor Generator | | ✓ |
| Verge3D | | ✗ |

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"Version" is the latest tested version of the respective plugin with the current official V-Ray version.

Environment

| Feature | Chaos Cloud |
|---------------------------------------|-------------|
| Spherical Mapping | ✓ |
| Mirror ball mapping | ✓ |
| Angular mapping | ✓ |
| VRayToon | ✓ |
| VRayEnvironmentFog | ✓ |
| VRayAerialPerspective | ✓ |
| VRaySphereFade | ✗ |

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Global Illumination Methods

| Feature | Chaos Cloud |
|--|-------------|
| Brute Force | ✓ |
| Light Cache | ✓ |
| Irradiance Map ¹⁷ | ✓ |

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Materials

| Feature | Chaos Cloud CPU |
|--|------------------------------|
| VRayALSurfaceMtl | ✓ |
| VRayBlendMtl | ✓ |
| VRayCarPaintMtl | ✓ |
| VRayLightMtl | ✓ |
| VRayMtl | ✓ |
| VRayOverrideMtl | ✓ |
| VRay2SidedMtl | ✓ |
| VRayMtlWrapper | ✓ |
| VRayFastSSS2 (raytraced) | ✓ |
| VRayFlakesMtl | ✓ |
| VRayGLSLMtl | ✓ |
| VRayHairMtl | ✓ |
| VRayHairNextMtl | ✓ |
| VRayBumpMtl | ✓ |
| VRayVRmatMtl | ✓ |
| VRayOSLMtl | ✓ |
| VRayPluginNodeMtl | ✓ |
| VRayStochasticFlakesMtl | ✓ |
| VRayScannedMtl | ✓ (Except: Tiling factor) |
| VRayMDLMtl | INITIAL |
| VRaySwitchMtl | ✓ |
| VRayScatterVolume | ✓ |
| VRayToonMtl | ✓ |
| VRayCarPaintMtl2 | ✓ |
| VRayFlakesMtl2 | ✓ |

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Render Elements

| Feature | Chaos Cloud CPU |
|-----------------------------------|-----------------|
| RGB_Color | ✓ |
| MultiMatteElement | ✓ |
| VRayAlpha | ✓ |
| VRayAO | ✓ |
| VRayAtmosphere | ✓ |
| VRayBackground | ✓ |
| VRayBumpNormals | ✓ |

| | |
|-----------------------------------|-----------------------|
| VRayCaustics | ✓ |
| VRayCoatFilter | ✓ |
| VRayCoatGlossiness | ✓ |
| VRayCoatReflection | ✓ |
| VRayCoatSpecular | ✓ |
| VRayCryptomatte | PARTIAL ⁵ |
| VRayDenoiser | ✓ |
| VRayDRBucket | ✗ |
| VRayDiffuseFilter | ✓ |
| VRayExtraTex | ✓ |
| VRayGlobalIllumination | ✓ |
| VRayLighting | ✓ |
| VRayLightingAnalysis ⁶ | ✓ |
| VRayLightMix | ✓ |
| VRayLightSelect | ✓ |
| VRayMatteShadow | ✓ |
| VRayMetalness | ✓ |
| VRayMtlID | ✓ |
| VRayMtlReflectGlossiness | ✓ |
| VRayMtlReflectHighlightGlossiness | ✓ |
| VRayMtlReflectIOR | ✗ |
| VRayMtlRefractGlossiness | ✓ |
| VRayMtlSelect | ✓ |
| VRayNoiseLevel | ✓ |
| VRayNormals | ✓ |
| VRayObjectID | PARTIAL ¹³ |
| VRayObjectSelect | ✗ |
| VRayOptionRE | ✓ |
| VRayRawDiffuseFilter | ✓ |
| VRayRawCoatFilter | ✓ |
| VRayRawCoatReflection | ✓ |
| VRayRawGlobalIllumination | ✓ |
| VRayRawLighting | ✓ |
| VRayRawReflection | ✓ |
| VRayRawReflectionFilter | ✓ |
| VRayRawRefraction | ✓ |
| VRayRawRefractionFilter | ✓ |
| VRayRawShadow | ✓ |
| VRayRawSheenFilter | ✓ |

| | |
|------------------------------|---|
| VRayRawSheenReflection | ✓ |
| VRayRawTotalLighting | ✓ |
| VRayReflection | ✓ |
| VRayReflectionFilter | ✓ |
| VRayRefraction | ✓ |
| VRayRefractionFilter | ✓ |
| VRayRenderID | ✓ |
| VRayRoughness | ✓ |
| VRaySampleRate | ✓ |
| VRaySamplerInfo ¹ | ✓ |
| VRaySelfIllumination | ✓ |
| VRayShadows | ✓ |
| VRaySheenFilter | ✓ |
| VRaySheenGlossiness | ✓ |
| VRaySheenReflection | ✓ |
| VRaySheenSpecular | ✓ |
| VRaySpecular | ✓ |
| VRaySSS2 | ✓ |
| VRayToon | ✓ |
| VRayTotalLighting | ✓ |
| VRayUnclampedColor | ✓ |
| VRayVelocity | ✓ |
| VRayWireColor | ✓ |
| VRayZDepth | ✓ |
| VRScansPMask | ✗ |
| VRScansZone | ✗ |

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Other

| Feature | Chaos Cloud CPU |
|-----------------------|-----------------|
| VRayShadow | ✓ |
| VRayShadowMap | ✗ |
| VRayStereoRig | ✗ |
| VRayLensEffects (VFB) | ✓ |
| VRayLightMeter | ✗ |
| VRayExposureControl | ✓ |
| VRayVolumeGrid | ✓ |
| Antialiasing | ✓ |
| Color Mapping | ✓ |

| | |
|---|---|
| Render Mask (see Image Sampler) | ✓ |
| VFB | ✓ |
| G-Buffer | ✓ |
| VRayMetaballs | ✗ |
| UDIM/UVtile texture tags | ✓ |
| Anisotropy | ✓ |
| Matte objects (with VRayMtlWrapper and object properties) | ✓ |
| Include/Exclude Lists for Materials | ✓ |
| Include/Exclude Lists for Lights | ✓ |

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Footnotes

1 – The Sampler Info Render Element supports different UVW Coordinate types through its different pass types. For more details, please see the [Sampler Info Render Element](#) page.

2 – It is supported in V-Ray for 3ds Max 2019. Some OSL maps are not supported yet.

3 – Falloff map does not support Shadow/Light type.

4 – Substance2 is supported.

5 – VRayCryptomatte RE is supported when rendering with Bucket Image Sampler.

6 – VRayLightMix will give an output the way it is set in the original scene, and its settings cannot be further edited directly in the cloud environment.

7 – Support is confirmed for tyFlow v0.16122 [BETA] (June 13 2021). There may be occasional failures with other versions while the product is still in Beta and major changes to it happen.

8 – Using HDRI Environment from Max native osl maps can produce a different result when rendering with Chaos Cloud Rendering.

9 – Gradient Ramp as bump texture is not supported.

10 – Currently, Anima 4D people export to Chaos Cloud Rendering produces large size files and their upload to the cloud might be sluggish.

11 – BerconGradient Lighting, Random, Particle age, Particle speed and Particle size types are not supported. Normal and Distance types To Object and Object Z are not supported.

12 – "*Limit to visibility*" feature is not supported in animations and with multiple cameras with Forest Pro version 7.

13 – VRayObjectID is always rendered with Integer (no Anti-Aliasing) mode in Chaos Cloud Rendering.

14 – RailClone mapping features are not supported in Chaos Cloud Rendering with RailClone's Use Instancing Engine option enabled. More details are available at [Ito's RailClone requirements](#) page under V-Ray RT/GPU.

15 – Animation of cloud parameters is currently not supported.

16 – Note that the noise pattern renders differently in Chaos Cloud/V-Ray Standalone. Use the VRayNoiseTex instead to keep consistent results.

17 – Irradiance Map GI engine is deprecated. It doesn't support some of the new V-Ray features and will be soon removed as an option.

18 – Note that the Seed parameter of the Cellular map renders differently on Chaos Cloud and V-Ray Standalone.

Additional Notes

- Currently, Chaos Cloud Rendering does not support animated formats for input.
- Starting with V-Ray 6, update 1, VFB **Render region** option is supported.