

# Chaos Player Home

## Introducing Chaos Player

Fast-forward your digital review workflow with Chaos Player, a professional image sequence player designed for fast and smooth playback.

Review your own or your team's animation output in playback right after the rendering finishes. See new and updated frames instantly. Chaos Player is also powered up for basic compositing, color grading, and editing in real-time — even while playback is running. And much more.

## Features

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### Contact Sheet

Organize different versions of the same shot, or different image layers (render elements) into a sheet for comparison and evaluation.

For more information, click [here](#).

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### Playback image sequences

Playback high-resolution image sequences quickly and efficiently with Chaos Player's smart caching system. New and updated frames load instantly.

For more information, click [here](#).



Layer multiple sequences for simultaneous playback. By stacking layers, you can composite, edit and cut, tech check, and more.

For more information, click [here](#).

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### A/B Wipe Compare

Compare up to four versions of a shot in playback. Swipe and zoom into the details to tech-check and perfect your own and other people's work.

For more information, click [here](#).



## Edit and cut

Quickly arrange your shots, cut sequences, or add animated fade effects.



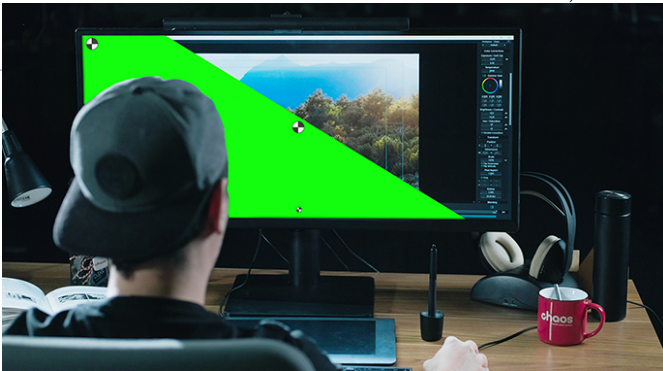
Share previews of your animations on a HTTP server or directly on a broadcast monitor. Share ideas with your team by adding text and brush annotations.

For more information, click [here](#).



Key, composite, and grade live on set and in real time.

For more information, click [here](#).



Seamlessly integrate Chaos Player into your pipeline with extensive command-line support.

For more information, click [here](#).

<code>--safe_area=none (blue, orange)</code>	Set background color
<code>--mask_type=none</code>	Set safe area type
<code>(transparent, crop, crop_safe)</code>	Set mask type
<code>--mask_size=720,576</code>	Set mask size
<code>--grid=0 (1)</code>	Turn grid on or off
<code>--counter=frame (timecode)</code>	Set counter type
<code>--repeat_type=none (ping_pong, loop)</code>	Set repeat type
<code>--repeat_type=none (ping_pong, loop)</code>	Set type
<code>--repeat_type=none (ping_pong, loop)</code>	Set the timeline length in frames