

# Chaos Vantage, v1.0.0

Official Release

Date - December 02, 2020

## New Features

### Environment Fog

- Added two environment fog layers with individual settings

### UX

- Support for deleting objects in the scene
- Added "Place" functionality when drag and dropping `.vrscene`

### Live Link

- Added option for installation of 3Ds Max live link scripts in installer

### UI

- Added toggle opacity button in top toolbar
- Added option to make Chaos Vantage window always on top

### Video

- Record the viewport to an `.mp4` file in real time
- Added `.mp4` and `.mkv` export type for animation

### Offline Render

- Added denoising and motion blur option in render high quality snapshot or sequence

### Post

- Added color space setting for LUT files

### Texture

- Added support for UVWGenRandomizer

### Motion blur

- Support for motion blur in offline rendering

### MAX Scripts

- Included in installer [Initiate Live Link to Chaos Vantage](#), [Export and send the current scene as static .vrscene to Chaos Vantage](#), [Export and send the current animation range as a .vrscene to Chaos Vantage](#) as well as the Import Changes from Chaos Vantage tools compatible with 3ds Max versions 2019, 2020 and 2021.

## Modified

### Material

- Improved bump support with scenes generated from V-Ray 5
- Improved bump parity between Chaos Vantage and V-Ray

## **Live Link**

- Improved Live link support with all V-Ray 5 plugins supporting DR

## **UI**

- Reworked Camera tab parameters layout
- Improved icon and camera thumbnail rendering for hi dpi monitors
- Increased environment "Intensity" cap to 1000
- Replaced EDITOR, LUT and BLOOM buttons with icons
- Added Feedback Program tab in Preferences menu
- Improved Shortcuts menu layout

## **Fixes**

### **Material**

- Bump does not render behind refractive objects

### **Camera**

- Crash when deleting camera while in "Recording camera movement" mode
- "Level Camera" does not reset correctly camera roll with an Y scene\_upDir

### **Multi GPU**

- Creeping artifacts with 2 GPUs