Chaos Vantage, v1.8.0

Official Release

Date - July 14, 2022

New Features

Clouds

- Implemented Cloud system to the **Physical Sky** environment model. Details

Color Corrections

- Implemented **Filmic Tonemapper**(Hable, AMPAS), **Hue/Saturation** and **Contrast** color corrections in the **Post** tab. Details

Textures

- Support for animated textures(image sequences)files. Have to manually update on desired frame using **Update sequence** button() when not in Live Link or offline rendering. Details

Performance

- Option for dynamic textures to reduce GPU memory usage. Details
- Experimental option to increase FPS by decreasing sampling quality. Details
- Option to pause rendering after reaching a certain sample level. **Details**

Overlays

- Added composition grid overlays: *Rule of Thirds, Central Cross, Golden Spiral, Golden Ratio* and *Diagonals*. Available from the **Composition guides overlay** ()button in the top toolbar. Details

Modified

Output

- EXR files now store camera exposure.

UX/UI

- Shortcut for HQ render dialog opening. Default is *Ctrl+R*.
- Functionality to copy the viewport to the clipboard with *Ctrl+C* shortcut.
- Implemented sliders for Color Corrections in the **Post** tab.
- Improved the UI responsiveness while the HQ **Render setup** dialog is open.
- Separated Bump and Normal mapping render options.
- Disabled file actions (e.g. **Open Scene**, **Reload Scene**) while in Live Link session.
- Misleading error message when a scene file is corrupted.
- Wrong reporting of geometry statistics in various cases (live link, deleting objects, V-Ray Proxy).

Tools

- **Render Animation with Chaos Vantage UI** shows the correct FPS from Max.

Fixes

.vantage file

- 'Original camera' thumbnail not being properly displayed after loading file.

Performance

- GPU memory for a VRayProxy not being freed after the proxy is deleted.