What's New

Chaos Vantage, v2.4.0

Official Release

Date - May 21, 2024

Download Chaos Vantage, 2.4.0 Build

New Features

Geometry

- Support for importing and creating V-Ray Decal. Details
- Support for nested V-Ray scenes inside V-Ray scenes.

Materials

- Support for "Thin walled" option in V-Ray material.

Textures

- Support for UDIM textures.

Color corrections

- Added white balance to color correction tab. Details
- Loading most VFB color corrections settings from .vrscene files (Exposure, Filmic, White Balance, Hue/Saturation, Color Balance, LUT)

Camera

- Support for setting "Auto-exposure" and "exposure bias" from .vrscene or Live-link.

Lights

- Support for dome light "horizontal flip" option from Maya.

UI/UX

- Search filter functionality in the Scene outliner. Details

Animation editor

- Imported animated cameras in/out ranges setting Details
- Undo/Redo actions for animation editor.

Modified

Geometry

- Improved Scatter generation and update for detailed target and area include/exclude meshes.
- Improved denoising of deforming geometry.

UI/UX

- Scatter and fur objects can now be selected in the viewport.
- Improved tooltips timing.

Denoiser

- Updated DLSS-RR to version 3.7.

Performance

- Improved playback performance with a small number of animated instances and a large number of non-animated instances.
- Improved dynamic textures update performance.

Fixes

Geometry

- Merging of animated scenes with different Up vector results in wrong orientation.

Chaos Cosmos

- Wrong rendering of Cosmos assets exported from Maya.

UI/UX

- Crash when modifying key shortcuts.
- Disappearing popup dialogs for camera settings.
- Hiding an object doesn't hide its descendants if they are procedural objects (scatter, fur, light).
- NVENC failure when falling back from AV1 to H264 on older GPUs.

Installer

- Installer doesn't proceed when there is no V-Ray License Service installed.

Chaos Vantage, v2.3.0

Official Release

Date - March 27, 2024

New Features

Materials

- Support for rendering V-Ray Blend Material (BRDFLayered).

Render element

- Support for the Multi Matte render element. Details

UI/UX

- Added viewport toggle filter for the light gizmos. Details
- Added option to improve desktop responsiveness while rendering. Details
- Added information, in the status bar, for the host application used for Live Link.
- Added ability to rename of objects created inside Vantage (Fur, Scatter, Lights, Multi Matte) with a context menu or double-click on object name.

Output

- Added AV1 codec for video encoding, enabled by default (if supported by GPU). Details

Modified

Displacement

- Improved memory used for displacement by varying tessellation level within a mesh.

Denoiser

- Updated Intel Open Image Denoise to version 2.2.

Light Cache

- Improved Light Cache to slightly better preserve low intensity samples.

UI/UX

- Chaos Cosmos Browser UI responsiveness.

Fixes

Displacement

- Random displacement when using unsupported secondary UV channel of the geometry object.

Scene states

- Broken sub-states after dropping Environment texture.

Live Link

- Wrong Live Link update for Nodes with unsupported materials.
- Wrong rendering of Glossy Refraction with rotated texture during Live Link with Rhino

Lights

- Sun azimuth rotation values to match geographical azimuth. Old saved .vantage files will be automatically updated to use new values on **Save**.

Collision

- Missing "Height ratio" update when collision "Height tolerance" is changed.

Clouds

- Wrong cloud shading with sun slightly under the horizon.

Lighting

- Wrong lighting when rendering using direct light reservoir resampling and the scene contains a normal map.
- Refraction artifacts when rendering with direct light reservoir resampling.

UI/UX

- Disappearing toolbar in the Debug Log window after second opening.
- Hiding of the HQ rendering dialog while "Always on top" is enabled.

Denoiser

- Streak artifacts with Optix denoiser and multi GPU setup.
- Broken temporal ("reduce flickering") denoising in multi GPU mode.

Chaos Vantage, v2.2.3

Official Release

Date - February 21, 2024

New Features

Chaos Scatter

- Support for scattering lights.
- Support for VRayMultiSubTex.

Modified

Geometry

- Improved loading speed of .vrscenes with a small number of very detailed meshes.

Fixes

Geometry

- Slow mesh loading in Chaos Vantage 2.2.2.

Material

- Crash when a texture is set as bump amount in a material.

Live Link

- Artifacts on Chaos Scatter instances after changing the material of their source model.
- Missing sun properties in Chaos Vantage during Live Link in version 2.2.2. Now sun properties are available only when the scene in the host app does not contain a sun light.
- Incorrect lighting when an object is turned into mesh light during.

Camera

- Resetting of "Aperture size" when reopening a scene.

Animation editor

- Animation trim not taken into account in the Render setup dialog.

Chaos Vantage, v2.2.2

Official Release

Date - February 8, 2024

New Features

Chaos Scatter

- Support for Chaos Scatter in V-Ray 6 for Maya, V-Ray 6.2 for SketchUp/Rhino.
- Support for Edge Trimming in Chaos Scatter and Forest Pack in V-Ray 6.2 for 3ds Max.
- Added **Include models' children**, **Edge trimming**, **Altitude limitation**, **Preserve model rotation/scale** and **Look at target** options in scatter object inside Chaos Vantage. Details

Modified

Camera

- Improved camera imported from SketchUp - now view matches when using **Two-Point Perspective**.
- increased camera limit from 100 to 1000.
- Now Field of view does not change between cameras with different focus distance when **Lens mode** is set to **Field of View.**
- Film Gate and Zoom settings are now hidden when **Lens mode** is **Field of View.**

Environment

- Improved physical sky responsiveness.

Fixes

Denoiser

- Brightness flicker issue when using a combination of **DLSS Ray Reconstruction** as Primary and **NVidia Optix AI** as Secondary denoisers
- Ghosting in offline camera animation with Optix denoiser
- DLSS preset not getting restored properly on Vantage startup
- Motion blur not working with the DLSS modes that have upscaling different from 2x
- Artifacts with "**only final pass**" denoising

Camera

- Crash caused by reordering cameras in Camera lister.
- Crash caused by leveling camera and then saving .vantage file.

Scene states

- Crash when using sub state with deleted objects.

Displacement

- Geometry gaps when using stochastic tiling and displacement.
- Wrong displacement amount caused by object scaling.

Live Link

- Wrong update of V-Ray Light mesh.
- Flipped instanced geometries during Render animation with Chaos Vantage from Cinema 4D.

Chaos Cosmos

- Slow scene load when download of missing Cosmos assets is canceled.

Scattering fog

- Incorrect GI caused by Scatter fog with "affect secondary" on and "scatter GI" off.

UX/UI

- Wrong size of checkbox size on high dpi displays.

Chaos Vantage, v2.2.1

Official Release

Date - December 15, 2023

New Features

Geometry

- Support for material ID for displacement.

Fixes

Geometry

- Crash with mesh file with thousands of voxels.
- Displacement UV scale issue in SketchUp.
- Crash with empty geometry with added displacement.
- Broken displacement continuity with SketchUp scenes.

Materials

- Clay mode removing displacement.
- Clay mode removing light textures.

Live Link

- Crash with animated ForestPro objects in 3Ds Max Live Link.

Chaos Vantage, v2.2.0

Official Release

Date - December 7, 2023

New Features

Geometry

- Support for V-Ray Fur, Ornatrix, Hairfarm, and XGen hair.
- Support for V-Ray Displacement.
- Support for new V-Ray 6.2 Forest pack and Rail clone instancing.

Materials

- Support for V-Ray Hair Next material.

Hardware

- Support for Intel Meteor Lake iGPU.

Batch rendering

- Render Setup options and render queue items are now stored in the .vantage file.

Live Link

- Added Vantage Live Link settings dialog in 3Ds Max Vantage toolbar. Details

UI/UX

- Implemented a warning and error count indicator in the status bar.

Rendering

- Implemented a Firefly filter. Details

Modified

Geometry

- Improved GPU peak memory usage when loading the geometry for a scene.
- Improved check for failed geometry allocations.

DLSS

- Improved DLSS - added 2.25x and 3x upscale modes (available when **Secondary (when static)** denoiser is set to **Same as Primary**).
- Reduced memory usage.

Denoiser

- Improved OptiX denoiser quality. Added a Legacy mode option to revert to old OptiX behavior. Details
- Improved Intel denoiser: upgraded to 2.1.0, enabled GPU acceleration on Intel devices.

Scene States

- Properly update the Scene States helper message on undo/redo.
- Update scene state button now creates necessary sub-states if ORIGINAL SCENE or SAVED SCENE is currently chosen.
- Detected changes for scene states when modifying a New file.

Navigation

- Improved Orthographic camera navigation. Now **Navigate around cursor ray hit** and **Navigate around selection** work properly.

UX/UI

- Improved Viewport Fill - now filter is disabled when sharpness is set to 0.
- Improved DPI scaling on 150% and similar ratios.

Fixes

Geometry

- Crash when loading invalid Instancer2 with missing node reference.

UI/UX

- Bug with wrong UI slider ranges.
- Wrong trimming of the scene animation track.
- Auto-exposure and noise mask overlay while using Intel GPUs for rendering.
- Wrong reloading of a saved .vantage file, with imported .vrscene.
- Animated cameras from imported vrscenes are not loaded with animation after reload of .vantage file.
- Wrong camera grouping on import.

Textures

- Missing texture UVs if their UVW generator is missing.

Output

- Wrong baking of Exposure bias in EXR when exposure correction is disabled.
- Camera white balance not getting saved in EXR.

Chaos Vantage, v2.1.1

Official Release

Date - October 10, 2023

New Features

View modes

- Implemented viewport view modes: *Beauty, Atmosphere, Background, Diffuse Filter Global Illumination, Lighting, Reflection, Refraction, Specular, Self-Illumination, Bumped Normals, Z-Depth, Material Mask, Object Mask* . Details

UI/UX

- Implemented status messages *Info, Modified, Created, Switched* for sub-states and scene states.

Modified

Textures

- Support for mix_amount parameter for 3ds Max's Composite texture.

Fixes

Live link

- Sequence from animated camera in Vantage not rendering when in Live Link.

Installation

- Possible crash after downgrading Vantage.

Scene States

- Incorrect Undo action on moved objects after applied scene state.

Chaos Vantage, v2.1.0

Official Release

Date - September 21, 2023

New Features

DLSS

- Implemented NVIDIA DLSS 3.5 with Ray Reconstruction for interactive upscaling and denoising. GPU driver 537.13 or newer is required. Accessible from **Edit > Preference > Render Defaults > Primary (when moving) > DLSS Ray Reconstruction**. Details

Material

- Support for refraction glossiness.

Hardware

- Support for discrete Intel Arc GPUs (*experimental*).

Modified

Batch rendering

- Render queue items are now stored between offline rendering sessions.

UI/UX

- Camera thumbnail now updates automatically when scene states are changed for the camera.

Fixes

UI/UX

- Crash when clicking the new version notification button in the menu bar.
- Incorrect render resolution settings when adding multiple cameras using the Group enqueue mode and the <from camera> resolution preset.

Scene States

- Incorrect Undo action on moved objects after applied scene state.
- Incorrect NONE sub-state for Objects and Materials
- Incorrect camera scene state in the camera scene states dropdown menu when editing render queue item.

Chaos Vantage, v2.0.1

Official Release

Date - August 03, 2023

New Features

Scene states

- Smooth transition between scene states attached to cameras in the animation timeline.

Rendering

- Added global self-illumination and emissive multiplier. Details
- Support for 'crop' bitmap option where shading graphs are not supported.

Textures

- Support for Bercon tiles texture.

Animation editor

- Added 'Delete all' context menu command in animation editor. Details

Auto-exposure

- Added auto-exposure clamp value option. Details

Modified

UX/UI

- Improved the 'Update textures and meshes for current frame' button - now it is a toggle and when enabled automatically updates meshes and animated textures in the interactive viewport, when playback is not active.
- Rearranged the rollouts in the Environment tab UI. Renamed Environment rollout to Sky, Cloud settings rollout to Clouds, Sun light rollout to Sun.
- Moved Sky model settings from Sun rollout to Sky rollout, visible only when Environment mode is Physical sky.
- The render progress dialog is now movable.

Performance

- Improved memory usage when using a single GPU (around 30MB per megapixel) to not use double buffering.

Scene states

- Renamed '<chosen scene state>' to '<current scene state>' in sequence rendering, keeping current changes during the offline rendering.
- Added a SAVED SCENE state, updated on each "Save scene" or "Save Scene As..." action, preventing the previous accumulation of Auto Saved sub-states.
- Improved the 'Create scene state' button - now it automatically creates all necessary sub-states where needed and is added in the top toolbar.
- Renamed the 'DEFAULT' scene state to be 'ORIGINAL SCENE'

Output

- Improved the output filename when Render elements are enabled in sequence rendering to be better recognized by external applications.

Gizmos

- Improved the rendering of the navigation and placement helper objects.

Fixes

Batch rendering

- Crash when updating Render queue cameras that to have same output file name.

Cloning

- Crash when cloning scene objects multiple times.

Scene States

- Crash when renaming a scene state to a specific name.
- Missing scene state button in the camera widget when the scene is opened as a config only.

Live Link

- Crash when opening home screen during Live Link. Now the 'Home sceen' button is disabled during Live Link.
- Wrong overwriting of the -linkPort console argument by the INI file.

Denoiser

- Crash when rendering high quality images/sequence with Intel denoiser selected but disabled.
- Wrong results when rendering on AMD GPUs.
- Missing denoiser when rendering with 'Only final pass' and pressing 'Stop and Save'.
- Bug with the denoiser when rendering high quality images/sequences with dynamic textures.
- Bug with NVIDIA AI temporal upscaling denoising in offline mode.

Lights

- Wrong loading of mesh lights from vrscenes exported from SketchUp/Rhino/Revit.

Render elements

- Wrong Normal render element, when "Scattering fog" and "scatter gi" are enabled.
- Alpha not stored in EXR and PNG when using Intel denoiser or 'Separate files' is enabled. Now Alpha is always generated.

UX/UI

- Frame scene/selection when using Orthographic camera.
- Cinemascope resolution presets.
- Wrong cropping of the light names in the UI.

Geometry

- Double applying of the VRayScene transformation for Instance objects within a VRayScene.
- Wrong rendering of imported VRayScene in C4D

Tools

- "Export static scene" and0 "Export animated scene to Chaos Vantage" now work regardless of V-Ray render engine type in 3ds Max.

Motion blur

- Motion blur not applied to whole image when using an upscaler.

Chaos Cosmos

- Wrong redirection for the Cosmos login page.

Camera

- Fixed the camera position in new empty scene.

- Strange roll when switching cameras in specific scene.

Chaos Vantage, v2.0.0

Official Release

Date - June 27, 2023

New Features

Scene States

- Implemented a Scene States system for creating, modifying and switching lights, materials, and objects variations. Each tab, that can utilize the states system has a **Scene sub-state** rollout and a new **Scene States** tab is added in the right side panel. Details

Render Elements

- Implemented render elements(*Lighting, Specular, Global Illumination, Reflection, Refraction, Self-Illumination, Atmosphere, Background, Diffuse Filter, Bumped Normals, Z-Depth, Velocity, Object Mask, Material Mask, Raw RGB*) for compositing and masks. Details
- Option for saving render elements as separate .png and .jpeg images.

Fog

- Implemented light scattering(volumetric) fog. Details

Textures

- Support for multiple UV channels.
- Support for Vertex Color.
- Support for all options of the Advanced mode of the Color Correction texture from 3ds Max.
- Support for repeat/offset U/V for UVWGenMaya when not using shading graphs (e.g. for bump maps).

Animation

- Support for .vrscene file with animated: vertices, vrmeshes, materials, textures and UV parameters, light parameters.
- Support for animations outside the imported .vrscene range.

Denoiser

- Implemented Intel Open Image Denoise denoiser (OIDN) for interactive Details and HQ rendering Details .

Performance

- Implemented NVIDIA upscaling denoiser in interactive mode, requires driver 530 or newer. Details
- Implemented reservoir resampling algorithm for direct lighting (RTXDI). Details
- Render resolution scale option in interactive mode. Details

Chaos Scatter

- Implemented Chaos Scatter for populating objects in the scene. Details

Hardware

- Support for HDR displays.
- Support for AMD GPUs (*experimental*).

Subdivision

- Support for statically subdivided geometry objects from *.vrscene*.

Lights

- Support for mesh lights (improved with reservoir resampling enabled).
- Creation of lights(Point, Spot, Directional, Rectangle, Disc, Sphere, IES) from inside Vantage. Details
- Support for instanced lights via Forest pack and Railclone.

Materials

- Support for VRmat materials.
- Support for V-Ray override material (MtlOverride).

UI/UX

- Helper onscreen text for gizmo manipulators.
- Rendering quality presets slider with 4 predefined presets.

Cloning

- Implemented object cloning functionality with *Ctrl+D.*

Camera

- Support for camera render resolution from *.vrscene* file.
- Support for orthographic camera. Details
- Camera grouping functionality.

Tools

- Support for Vertex snapping when moving objects. Details
- Added functionality to quickly place the pivot on the object's bounding box boundaries.

Home Screen

- Implemented a Home Screen dialog with quick links, recent file and sample scenes. Details

Rendering

- Implemented interval and specific frames or frames list for sequence rendering. Details

Geometry

- Support for embedded vrscene nodes (VRayScene).

Modified

UX/UI

- Revamped user interface and user experience with reorganized and regrouped parameters.

Fixes

Live Link

- Double frame sequence rendering during Live Link with 'Render animation with Chaos Vantage'.

Geometry

- Wrong placement of meshes at the origin when instanced by an Instancer in an animated .vrscene file.
- Artifacts near the scene origin caused by self intersection.

Chaos Vantage, v1.8.6

Official Release

Date - June 1, 2023

Fixes

Live Link

- Wrong first frame and duplicate frames during Live Link sequence rendering.
- Reverted IPR render state to be enabled automatically when in Live Link

Texture

- Bug when trying to load RawBitmapBuffer of an image above 16k resolution.

UX/UI

- Fixed random crash when closing Vantage
- Wrong denoiser description
- Inconvenient soft range for the environment lighting intensity parameter
- Camera panel width issue when "Enlarge font" is enabled

Chaos Vantage, v1.8.5

Official Release

Date - April 20, 2023

New features

Materials

- Basic support for VRmat materials.

Textures

- Support for alpha from bitmaps used in V-Ray material's opacity, exported from Maya.
- Support for all options of the Advanced mode of the Color Correction texture from 3Ds Max.

UX/UI

- Separated environment related properties from Lights tab into a dedicated Environment tab. Details
- Added 'Open Scene Location' to File menu. Details

Geometry

- Support for Edge trimming option introduced in Chaos Scatter with V-Ray 6 for 3ds Max, update 1.1.

Modified

UX/UI

- Added scrollbar to Lights and Camera tabs.

  - Fixed snapping manipulation precision.
- Live Link UI mode - hides unusable tools and tabs when in Live Link session.
- Delete button's icon changed.
- Moved camera properties to default Undo Queue.
- Allow the Delete key to be used in the viewport for deleting selected objects.
- Remove 'Advanced Scene Settings' dialog from File menu, its settings are scattered in more convenient places(Camera tab, Render tab, Preferences dialog).
- Merged 'Render animation with Chaos Vantage' and 'Render animation with Chaos Vantage, using Vantage UI' into a single 'Render Animation with Chaos Vantage' workflow. Details

Fixes

Clouds

- Tiling artifacts for thin layer of clouds.

Live Link

- Wrong undo actions for camera parameters during Live Link.

Lights

- Textured rectangle lights don't match V-Ray when the light units are not set to default.

UX/UI

- Deleting parent object in a hierarchy messes children's transformation and Undo history.
- Render resolution not updating automatically when render Setup dialog is opened.

Chaos Vantage, v1.8.4

Official Release

Date - January 25, 2023

New features

Textures

- Support for for repeat/offset u/v for 2D Placement texture from Maya when used in bump.

Modified

Rendering

- Improved the metalness of a material to better match V-Ray.
- Improved reflective caustics. Details
- Improved the calculations for light power by area.

Fixes

Import/Load

- Crash when importing/loading with animated proxy containing hair geometry.

Texture

- Crash with EXR file loaded as a V-Ray Normal map in Bump slot material.
- Texture blurriness when W coordinate is different than 0.

Lights

- New Default Vantage sun being created each time a non-vrscene is appended.
- Light intensity to accept only positive values.

Auto-exposure

- Difference in image brightness when using Auto-exposure and different rendering resolutions.
- Visual artifacts with fog and Auto-Exposure.

UX/UI

- Restoring of maximized main window.
- Active pixels overlay not showing active pixels.
- Stereo Spherical and Stereo Cube camera types not updating correctly render resolution based on aspect ratio.

Command line

- Command line rendering with video output file generates separate files.

Rendering

- Camera types not taken into account, when using sequence rendering.

Batch rendering

- Wrong FOV for cameras of the render Queue.

Live Link

- Render animation with Chaos Vantage, from 3Ds Max, doesn't start rendering when a Live link connection is not established.

Chaos Vantage, v1.8.3

Official Release

Date - October 26, 2022

Modified

Performance

- Improved performance on the RTX 4090 GPU

UX/UI

- Increased default value of "Max. sec. ray intensity" from 20 to 200.
- Grouped exposure, highlight burn and contrast in Exposure group.

Fixes

Live Link

- Crash related to bump/normal mapping in a live link from V-Ray 6 for SketchUp.

Lights

- Choppy sun and clouds animation for animated geolocation.

Materials

- Wrong rendering of scenes that contain VRayOverride material.

Path resolver

- Incorrect assets being loaded when resolving paths.

UX/UI

- Wrong resolution for 720p preset in the HQ dialog
- Missing startup scene.

Render elements

- Missing render elements in EXR file.

Chaos Vantage, v1.8.2

Official Release

Date - October 13, 2022

New Features

NVidia AI Denoiser

- Option to denoise only final sampling pass in offline rendering. Details

Modified

Environment

- Implemented a default Vantage sun so Physical Sun and Sky option is available in the Environment mode drop-down.

UX/UI

- Added "Always On Top" button in the top toolbar and shortcut (*Ctrl+Alt+T*). Details
- Added outlines to rollouts.
- Improved the snapping behavior for manipulation gizmos.
- Added sliders below parameters with soft range and *CTRL*(snaps to 1/1000 of the slider's soft range value), *SHIFT*(snaps to 1/10 of the slider's soft range value) and *CTRL+SHIFT*(snaps to 1/100 of the slider's soft range value) modifier keys for finer control.
- Synchronized value defaults and ranges between Vantage UI and "Render animation via Live Link" dialog in 3Ds Max .

Path resolver

- Improved path resolver now searches every subfolder next to the imported file, for assets.

Motion blur

- Reduced artifacts from motion blur

Denoiser

- Improved Vantage denoiser result in refraction and flickering object edges.
- Improved refraction quality when switching between Vantage and NVidia AI in Combined denoiser mode.
- Improved reflection detail with NVidia AI denoiser.

Auto-exposure

- Improved auto-exposure that accumulate samples in dark areas (single GPU only).

Fixes

Rendering

- Visual popping of textures with "Dynamic textures" option enabled.
- Wrong blending of the sun disk with the ground albedo.
- Wrong alignment of the sky texture's horizon line .
- Temporal denoiser and postprocessing passes breaking with dynamic textures.
- Reduce flickering being used when disabled in High quality rendering.

Auto-exposure

- Crash when starting an offline render with "Auto exposure" enabled on systems with 2 GPUs.

Command line

- Crash when rendering with -denoiser=0.

Live Link

- Hang when the Live Link drops during a sequence rendering.
- Random abort while rendering sequence using "Render animation using Chaos Vantage".
- Live Link in 3ds Max doesn't start with the first click on the Start/Stop button.
- Distributed rendering in 3ds Max to always deactivate when the Live Link stop button is pressed.

Motion blur

- Not applying to moving objects when using "Render animation using Chaos Vantage".
- Not rendering in "Render animation using Chaos Vantage" Maxscript.

Import/Load

- Errors caused by loading empty string texture filenames.
- Scene animation range one frame shorter when loading *.vantage* file.

UX/UI

- UI bug when switching between 'Focal length' and 'Field of view'.
- Transform manipulation and snapping windows not being disabled in Live Link.
- Inconsistent spinner value changes on secondary monitor .
- Wrong rotation range for transform type-ins.
- Chaos Vantage starting at invalid coordinates when monitor layout changes between sessions .

Render elements

- Missing velocity in EXR.
- Alpha getting lost in EXR when motion blur is enabled.

Chaos Vantage, v1.8.1

Official Release

Date - July 19, 2022

New Features

Color Corrections

- Implemented Chromatic aberration effect in the **Post** tab. Details

Modified

License server

- Updated to latest Chaos License Server 6.0.0

Cloud system

- Reduced distortion of the contrails used in the cloud system.

Fixes

Live Link

- 3ds Max hangs during Live Link caused by the cryptomatte render element.
- Motion blur not rendering offline animation through Live Link from 3ds Ma.

Motion blur

- Not rendering in offline renders when dynamic textures are enable.
- Not rendering in "Render animation using Chaos Vantage" Maxscript.

UX

- Weird dialog placement on secondary monitor

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 **Composi**

  tion 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.

Chaos Vantage, v1.7.4

Official Release

Date - June 13, 2022

Modified

UX

- Improved scroll handling for debug log window

Fixes

Output

- Crash when saving to EXR files.

UX

- Strange symbols in debug log after filter search.
- Duplicate file close confirmation dialog.

Chaos Vantage, v1.7.3

Official Release

Date - June 08, 2022

Modified

Live Link

- Added support for V-Ray 6 (beta) builds.

Exposure

- Auto-exposure smoothing over time in High Quality sequence rendering. It is determined from **FPS** and **Auto exposure time**. Set **Auto exposure time** to 0 for previous behavior.

UI

- Improved message log UI:
  - Added button in the status bar for easier access.
  - Search filter now filters and shows only lines that have the input string.
  - Added Filter menu to specify the type of message to show in the log window.

- Added Wrap lines button.
- Added Clear log widow button.
- Added Open log location button.

Fixes

Performance

- CPU memory leak when uploading textures.
- Potential delay in version check during startup

Live Link

- Files not saving with Non-ascii filename characters when using 'Render animation with Chaos Vantage"

Chaos Vantage, v1.7.2

Official Release

Date - May 19, 2022

New feature

Exposure

- Implemented Auto-exposure functionality. Can be toggled via the [button image] button in top toolbar. Details

Texture

- Support for negative values for textures.

Fixes

Installer

- Embedded Chaos Cosmos installer downgrades newer installed version

Lights

- Crash when deleting grouped lights

Live Link

- Camera type is not consistent throughout the entire animation sequence when using 'Render animation with Chaos Vantage, using Vantage UI'

Chaos Vantage, v1.7.1

New feature

Texture

- Partial support for V-Ray Edges texture - rounded corners are not implemented

Modified

.vantage

- Geolocated sun animation is saved in the .vantage file

Navigation

- Support for mapping Chaos Vantage shortcuts through the SpaceMouse/3DConnexion controller

UX

- 'Render setup' dialog retains settings when closed and between sessions. 'Save defaults' checkbox is removed from UI
- Light gizmos now have consistent line width and size at different render resolution and viewport size

UI

- Upper limit for the number of light tree samples is increased to 16

Fixes

Environment

- Wrong overriding of the current environment texture when using "Open Scene as Config Only..."

Chaos Vantage, v1.7.0

New Features

Textures

- Support for normal maps

Clay mode

- Added white/clay mode override in the Material tab with options to preserve original material's reflection, refraction, bump, opacity and self illumination `Details`

Ambient occlusion

- Added global ambient occlusion option in the Lights tab `Details`

Sun animation

- Implemented Animated Geolocated sun and Sun track in the animation editor for easy sun time lapse animation `Details`

Menu

- Added **New option in the File** menu to create a new empty scene `Details`

Navigation

- Support for 3DConnexion SpaceMouse controller

Supported output formats

- Implemented .jpg/.jpeg file type output

Modified

Ambient light

- Added ambient light color swatch `Details`
- Increased ambient light intensity limit to 1000000

UX

- Implemented 'Camera enqueu mode' in **Render setup** dialog to add all scene cameras at once in the render queue `Details`
- Shows .vantage file name in recent file list and title bar after saving scene
- Camera clipping planes are now taken into account when determining the dolly/orbit/zoom pivot point
- Abort button now aborts the entire render queue
- Render dialog retains render queue when closed
- Sequence mode is not allowed when no sequence is available

Fixes

.vantage file

- The .vrscene environment texture is not used when loading a .vrscene with an associated .vantage file

Memory

- `Memory leak when HQ rendering with denoiser`

Live link

- Changing a VRayLight from Plane to Dome not updating correctly

Camera

- Crash when renaming a camera

Geometry

- Crash when deleting objects

Chaos Vantage, v1.6.2

Official Release

Date - January 11, 2022

New feature

Texture

- Support for the "auto" color space transfer function of VRayBitmap

Modified

.vantage

- When the root .vrscene is not found with its absolute path it's searched for in the folder containing the .vantage file

Fixes

Multi GPU

- Line artifacts in interactive mode when using multiple GPUs

UI

- Duplicate objects showing up in object list (with scenes from Maya)

Memory

- Crash when out of GPU memory and the scene has a rectangle light with a texture

Tools

- Issues in "Import changes from Vantage" MAX script:
    - Importing cameras from a .vantage file does not set the frame rate
    - Unexpected values for the "Exposure value" keys

Live Link

- Live link failing to start when "Save strings in legacy non-scene files using UTF8" is enabled in 3ds Max

.vantage

- Error when using "Save scene settings as default"

UX

- Undo action not working properly after a select-all(CTRL+A) action in the objects list

Chaos Vantage, v1.6.1

Official Release

Date - December 16, 2021

Modified

UX

- Place tool now locks the selected object's current orientation while SHIFT key is pressed
- A sample HDR file is loaded when opening non-vrscene files

UI

- Added progress indication when importing FBX, OBJ, 3DS, PLY, STL, TER, DAE, GLTF file formats

Textures

- Better parity when using the VRayUVWRandomizer in V-Ray for Cinema4D

Non-vrscene files

- Default up direction (now Y) for OBJ and 3DS files

Fixes

Live Link

- Animation rendering started with Vantage UI renders the same frame over and over
- Animation synchronization bug in 3ds Max

.vantage file

- Deleting an instance of an appended scene resulting in an incorrectly saved *.vantage* file

Memory

- Excessive shared GPU memory usage with certain large .OBJ scenes

Environment

- HDR rotation not importing with vrscene generated from Revit

Non-vrscene files

- TerraGen (.ter) files doesn't import

UX

- Camera view getting reset to the original camera after placing an asse
- Pressing ESC while using Place tool makes selected object to be unselectable
- Issues when switching between Still and Sequence in the Render setup dialog

Chaos Vantage, v1.6.0

Official Release

Date - December 06, 2021

New Features

Cosmos materials

- Support for Cosmos materials
- Remove unused cosmos materials option in the Material list Details

Batch rendering

- Support for batch rendering. Still image and Sequence jobs can be added to a render queue Details

UX

- Import option in the **File** menu for easier importing of supported file formats

Supported formats

- Experimental support for opening and importing FBX, OBJ, 3DS, PLY, STL, TER, DAE, GLTF file formats

Modified

UX

- The Snapshot and Sequence dialogs are now united in a single Render dialog Details
- Animation frame range setting in the Render dialog
- Render time estimation in the Progress window
- Non-zero default values for transform snapping. New defaults are:
    - Translate 10 scene units
    - Rotate 15 degrees
    - Scale 0.1
- Object list improvements:
    - CTRL + A selects all objects, including children
    - SHIFT + Expand/Collapse applies to children too
    - DELETE key deletes the selected object
    - SHIFT + DELETE key deletes the selected object and its children
    - All selected items are expanded/collapsed with the item currently expanding/collapsing

Performance

- Optimized GPU memory usage:
    - Light Cache is now several times smaller
    - Unused textures are unloaded from the GPU

Live Link

- Creation and updating of textures for lights

Fixes

Textures

- `VRayMultiTexture and VRayTriplanar randomization options not working with scenes from V-Ray 5, update 2`

Memory

- `Crash after loading a new scene after a failed memory allocation`

Multi GPU

- Line artifacts with multi GPU after opening the material browser

Chaos Vantage, v1.5.3

Official Release

Date - November 11, 2021

New Features

Material tab

- Material name searching, type filtering and sorting(name and creation)
- Select the material of the selected object button

UX

- Drag-and-drop material assignment with preview
- Alt+drag-and-drop replaces material on all object with same material
- Ctrl+drag-and-drop assigns material to objects and its children

Import

- Support for ply, obj, bin, geo, hclassic, bgeo, bhclassic, prt, and partial (**no** animation, hair and particles) support for alembic files

Modified

UX

- Cosmos browser doesn't show importer choice inside Chaos Vantage when multiple importers are running
- Motion blur is not allowed for non-perspective (Cube 6x1, Spherical and stereo) cameras.

Performance

- Optimized memory usage of texture files with a single color
- Optimized memory usage for material previews

Live Link

- Implemented HDRI environment and dome light creation and updating

Fixes

Live Link

- Several parameters not working in the **Render Animation via Live Link** dialog in 3ds Max

Console

- Incorrect frame rate when rendering through console

.vantage file

- Animation editor settings not getting saved to .vantage file

Material tab

- Wrong material thumbnails after loading a new scene

Chaos Vantage, v1.5.2

Official Release

Date - October 21, 2021

Fixes

Snapshot

- "Render High Quality Snapshot"not showing progress bar

Camera

- Crash with overwritten vrscene camera when used in animation

Chaos Vantage, v1.5.1

Official Release

Date - October 20, 2021

Fixes

Animation editor

- Render sequence renders only current fame

- Pause element not exported properly
- Scene camera in camera animation track cancelling other object animations

Live Link

- Incorrect transformation of objects, lights and cameras from Cinema 4D

Chaos Vantage, v1.5.0

Official Release

Date - October 19th, 2021

Please note that *.vantage* files saved with version 1.5.0 and newer are not compatible with older versions.

New Features

Place tool

- Implemented Place tool mode for the Move tool with center cube to place objects on surface based on its normals Details

Camera

- Support for per camera resolution

Command Line

- Command line arguments using *vantage_console.exe* wrapper Details

Environment

- **Flip horizontally** option for the environment texture.

Material tab UI

- Material tab with thumbnails: Details
    - Render materials thumbnails
    - Preview scene settings
    - Number of columns option

Output

- Top/Bottom option for Stereo Cube 6x1 and Stereo spherical outputs
- FOV X and FOV Y have now decimal values instead of single integer

Modified

Live Link

- Render animation in Live Link session from 3ds Max (requires **V-Ray for 3ds Max** upcoming update)

Lights

- Save all lights parameters in *.vantage* file

UI

- Replaced denoiser slider in toolbar with an On/Off button when using the **NVidia AI** denoiser or **Combined** denoiser

Camera

- Enable imported cameras to be drag-able to Camera animation track

Animation editor

- Improved animation editor: Details
    - Shot editor mode
    - Auto transition
    - Time format - min, frames, combined
    - Force camera resolution for animation
    - Loop button
    - Create button before,after of selected elements, after the last element in the track, and on the play head line on transitions with options

Installer

- Removed Install **V-Ray for 3ds Max Live link** scripts option and from ||Customize|| > **Customize User Interface > Toolbars > Chaos Vantage** in 3ds Max
- Added option to associate . Vantage files so that they can be opened with Chaos Vantage from the explorer

Fixes

UI

- Wrong display of object hierarchy
- UI font bug when in non-latin OS
- Closing Cosmos Browser from 'X' doesn't update UI

Camera

- Automatic vertical tilt doesn't work correctly with scenes with Y-up axis

Lights

- Environment map is flipped from Cinema 4D
- Environment map not importing when "TexRGBTintMax"is used to color correct it

Multi GPU

- Black spots in denoised offline render on multi-GPU

vrscene file

- Incorrect transforms import of meshes in a hierarchy from Cinema 4D when using Cloner in Multi Instance mode
- Incorrect node visibility animation when some frames don't have a keyframe from Cinema 4D

Crash

- Crash on app launch with external GPUs

Chaos Vantage, v1.4.2

Official Release

Date - July 21st, 2021

New Features

Camera

- Support camera near and far clipping planes Details

Output

- Support for saving EXR (16-bit) images - the main image is linear, without color corrections and post-effects. Available channels: Bumped Normals, Depth, Screen Velocity, Albedo, Additional (Background & Lights)

Materials

- Basic support for the V-Ray Car Paint 2 Material

Modified

Materials

- Improve support for the V-Ray Car Paint Material

Fixes

Output

- Light gizmos are rendered in final sequence
- Chaos Vantage renders different frame number compared to Max
- Chaos Vantage renders 1 frame less than the full timeline

Animation editor

- Animation timeline cannot display more than 1 transient clips on the right
- Cannot select transient clip on the right of the timeline

Vantage file

- Can't save vantage file when path contains non-Latin characters

Crash

- Crash on app launch with external GPUs

Chaos Vantage, v1.4.1

Official Release

Date - July 2nd, 2021

New Features

Textures

- Support for Substance textures

- Support for SketchUp native textures and colorization

UX

- Implemented UI to specify rendering device(s) Details

Geometry

- Support for animated object visibility from a .vrscene file

Modified

UX

- Improved snapping and transforms windows:
    - Added 'S' as shortcut to toggle snap on/off
    - Don't hide the dialogue when exiting free look mode and the window has been opened beforehand
    - Spinboxes display scene units
- Improved Offline render UI:
    - Added resolution preset
    - Added aspect ratio control

Geometry

- Support for Edge boundary checking in Forest Pack

Tools

- Support for importing camera parameters(static and animated) with 'Import changes from Vantage' tool in 3ds Max
- Imported cameras are now named [VANTAGE FILE NAME]_[CAMERA NAME]_###

Fixes

Camera

- Auto vertical tilt doesn't keep vertical lines in camera transitions
- Camera rolls while transitioning between two upright positions

UX

- Collision detection regression
- "Orbit" and "Look around" navigation are uncontrollable when on second monitor and >150% dpi scale
- Scene up vector is not applied correctly to merged .vrscenes/cosmos assets

Materials

- 2-Sided material doesn't work correctly in SketchUp/Rhino/Revit/Cinema4D

Textures

- Crash with TexMulti when it has an unsupported sub-texture connected to it
- Vantage doesn't match V-Ray when TexMulti has an empty textures list and random hue/sat/gamma

Tools

- "Overwrite existing" in "Import changes from Vantage" doesn't work for Chaos Vantage animated camera
- Camera Interpolations imported with "Import changes from Vantage" don't match camera interpolations in Chaos Vantage

Chaos Vantage, v1.4.0

New Features

Textures

- Support for the V-Ray MultiSubTex
- Support for MultiTexture(CGSource)
- Support for ForestColor

UX

- Transforms manipulation window
- Transform snapping

Modified

Textures

- Extended support for V-Ray Triplanar texture - Random texture offset, Random texture rotation, Random frame rotation, Random axis, Random mode
- Extended support for V-Ray UVWRandomizer texture - Randomize by name, face ID, render ID, element, instance ID, object ID, particle ID, node handle

Fixes

Camera

- Difference in FOV and Focal length values between Max and Vantage
- Film gate and Focal length not importing correctly with multiple cameras
- Merged cameras get their focal length set from scene Home camera

UX

- Drag-n-drop gizmo isn't placed correctly with dedpi > 100%
- Inconsistency in Transparency overlay between NVIDIA AI and Combined/Vantage denoisers
- Focus distance shortcut functions like Pick focus tool - now behaves as a virtual focus distance slider by moving the mouse left and right.

Denoiser

- Super bright pixels become black with NVIDIA AI denoiser

vrscene

- Wrong position of objects with merged vrscenes with different meters_scale
- Light gizmos scale depending on .vrscene's scale

Chaos Vantage, v1.3.0

New Features

Materials

- Support for the V-Ray 2 Sided Material

Denoiser

- Implemented NVIDIA AI denoiser

Objects

- Support for object camera/reflection/refraction/overall visibility and cast/receive shadows properties

Camera

- Support for animated camera parameters from .vrscene - Focus distance, FOV, Focal length, Zoom factor, ISO, F-number, Shutter speed, Vertical/Horizontal Tilt/Shift

Modified

UX

- Implemented customizable shortcuts
- Moved Mouse and Keyboard Shortcuts menu under Edit menu
- Moved Navigation preset in Mouse and Keyboard Shortcuts menu
- Statistics for required additional memory in High Quality Snapshot and High Quality Sequence windows
- Input validation of input fields in UI with Enter, Tab or Space keys

Fixes

Live Link

- Incorrect update of materials when enabling/disabling certain features

Lights

- Mesh lights imported as point lights with incorrect intensity - they are now ignored instead

Output

- Wrong alpha channel when Light Cache is enabled

Chaos Vantage, v1.2.1

Official Release

Date - April 27, 2021

New Features

Materials

- Support for the "Reflect on back side" option in the V-Ray Material
- Support for the "Double-sided" option in the V-Ray Material

Modified

UX

- Enabled focus picker while in Live Link

Fixes

Materials

- Refract IOR affects reflections when Fresnel IOR is unlocked
- Glossy fresnel is not correct when using texture for Fresnel IOR

Chaos Cosmos Browser

- Wrong scaling of Chaos Cosmos assets when imported to a scene with non-centimeter scale

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

Chaos Vantage, v1.1.1

Official Release

Date - March 04, 2021

Fixes

.vrscene

- Drop-Merge .vrscene doesn't place it to origin

- Freeze with .vrscenes containing multiple Nodes with same full name

Navigation

- Camera orbiting and transitions are incorrect for scenes from V-Ray for Cinema 4D

Sun

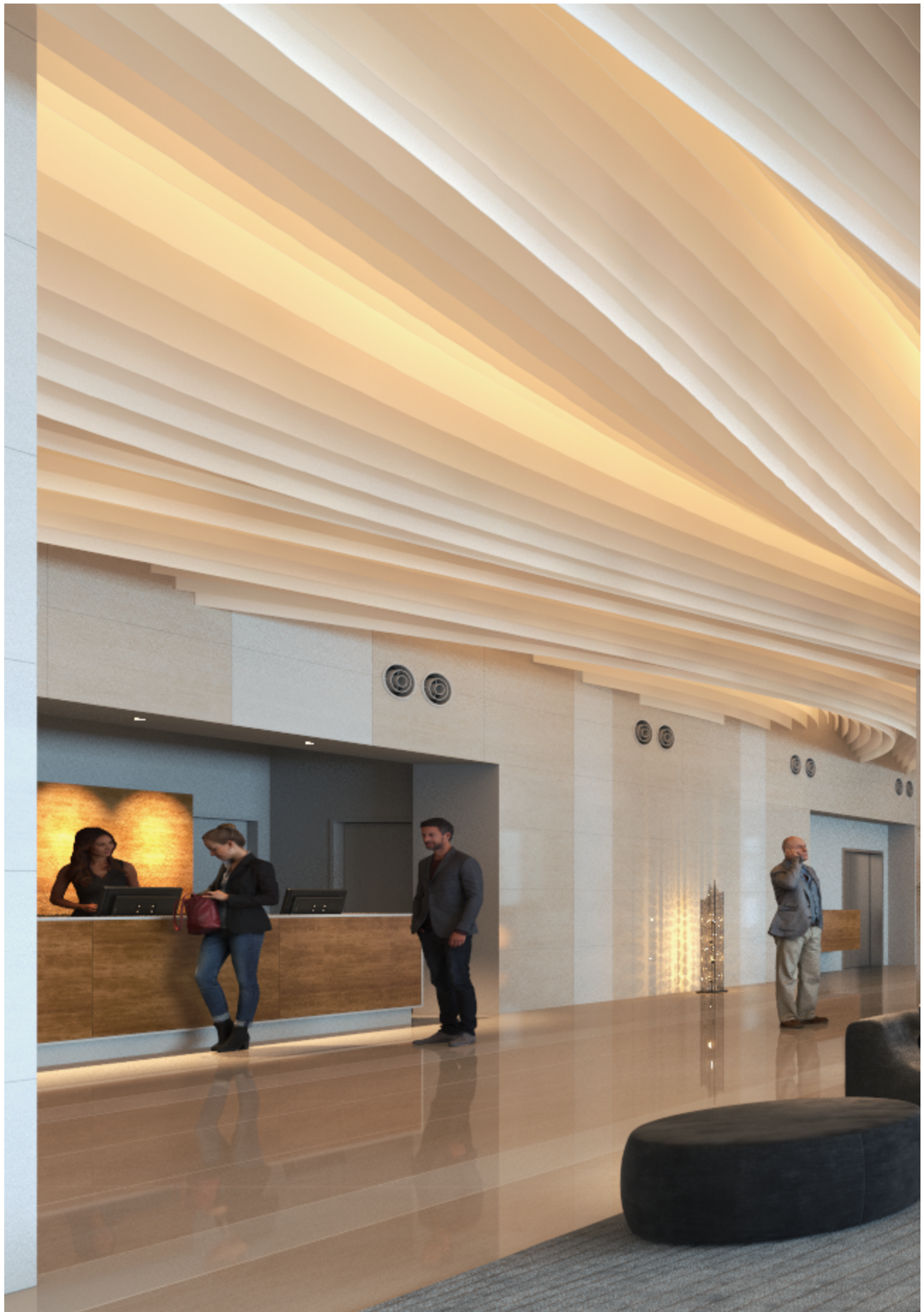- Fixed Sky is not set correctly for scenes with Y up vector

UX

- Strange artifacts in viewport when using 'Flip Up Axis Y'
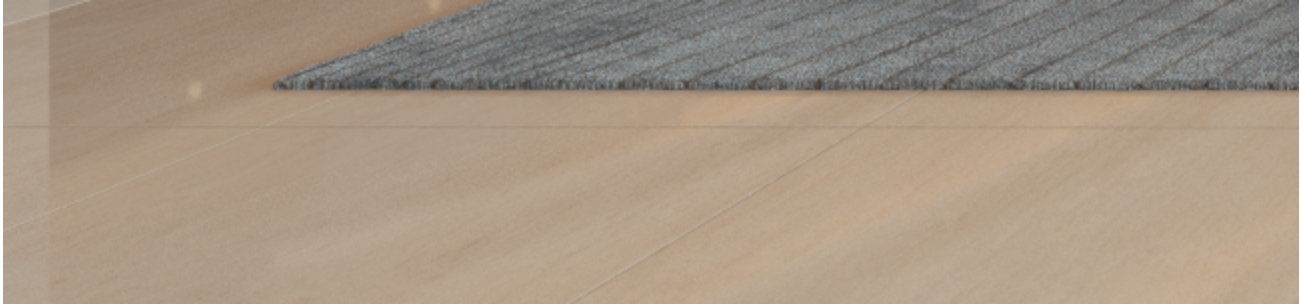- Camera tab widens when opening 'Advanced Resolution Settings'

Chaos Vantage, v1.1.0

Official Release

Date - March 04, 2021

New Features

Chaos Cosmos

- Initial Chaos Cosmos asset library integration

Sun

- Geolocated Sun positioning

Improvements

.vrscene

- Improved support for *.vrscenes* coming from Cinema 4D

Materials

- Support for MtlMulti IDs larger than 31

UX

- Option to display advanced camera parameters as rollouts instead of popups (now default)
- Removed limited object translation distance
- Light source gizmos now visualize rotation

Fixes

Live Link

- Very rare case where Live Link may start with missing objects

High Quality Render

- Motion blur not working on multiple GPUs
- First frame of a HQ sequence having big motion blur

Textures

- Scenes from V-Ray for Sketchup 5.1 failing to render any textures

UX

- Viewport selection not working at specific resolutions
- Transform tools not respecting the single/group select mode
- Geometry disappearing after scaling it down to zero scale
- Advanced camera parameter popup not hiding when Camera tab is hidden

- Overlapping advanced camera parameter popups

Chaos Vantage, v1.0.2

Official Release

Date - February 02, 2021

New Features

UI

- Added Fog max opacity option

Fixes

Live Link

- Refractive materials render completely black with live link in Maya
- Update logic issues

High Quality Render

- Performance regression when high quality rendering is paused and resumed

Driver

- ColorCorrection texture and UVWGenChannel issues caused by 46x.xx series drivers

Chaos Vantage, v1.0.1

Official Release

Date - January 19, 2021

New Features

UI

- Added option for larger UI font

Modified

UI

- Tweaks of camera's Advanced parameters windows pop up behaviour
- Disabled video "Output file type" when rendering sequence with non-perspective camera

Fixes

Live Link

- Textures coming from V-Ray for Maya not working correctly

CPU

- Crash when working with CPU with very high thread count

Multi GPU

- Performance regression with noise threshold

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

Project Lavina is now Chaos Vantage.

Project Lavina Beta, v0.6.0

Beta Release

Date - November 04, 2020

New Features
Live Link

- Experimental 3ds Max to Lavina live link

Texture

- Support for Triplanar texture

UI

- Light gizmos for easy selection of non-area lights when a transform tool is selected

Config .vrdx

- Loading saved Lavina files(.vrdx) now loads associated *.vrscenes*

Modified
GPU

- Improved out-of-memory protection for GPU resources

UI

- Improved indicator for render state - RENDERING, PAUSED, CAM REC., LIVE LINK

Fixes
Camera

- Issue when saving camera slot shortcut
- 'Fill' option squashing image when using a portrait aspect ratio

Lights

- Non top level lights in a hierarchy can not be disabled

UI

- App window not returning to proper size after a spherical or cube offline render

Texture

- Opacity map not working when the texture's alpha channel is used

Project Lavina Beta, v0.5.1

Beta Release

Date - October 08, 2020

New Features
Camera

- Added Rotation Focus method to Stereo Spherical and Stereo Cube 6x1 camera types
- Add support for import of Exposure value in Physical Camera

Modified
.vrscenes

- Improved handling of back face materials from V-Ray 5 for SketchUp *.vrscenes*

Fixes
UI

- Cloning selected objects also duplicate scene lights in Lights tab

CPU

- D3D error on machine with large cpu thread count

Project Lavina Beta, v0.5.0

Beta Release

Date - September 03, 2020

New Features
Camera

- Added Cube 6x1, Spherical and Spherical Stereoscopic camera types to render images and sequences

Modified
NVLink

- Improved performance with GPUs set with NVIink connection

Fixes
Animation Editor

- Camera thumbnails in timelines are squashed with different aspect ratio

Camera

- Camera jolts when navigating from a stored camera with a roll
- Frame selected/scene shortcut doesn't work
- Home camera not loading correct FOV

Texture

- Forest color texture importing black.

Project Lavina Beta, v0.4.4

Beta Release

Date - August 19, 2020

New Features
Camera

- Tilt and shift corrections for Physical Camera

Modified Features
UX

- Color picker dialogue can be moved around

Fixes
.vrscene

- Incorrect scaling when merging *.vrscenes* exported with different meter scale

Camera

- Switching between stored cameras with different FOV results in a jump

Project Lavina Beta, v0.4.3

Beta Release

Date - August 03, 2020

New Features
Lights

- Support for texture in V-Ray Plane/Rectangle light
- Support for V-Ray Disk/Ellipse light

License Server

- License server as part of the installation

GPU

- GPU driver check for currently unsupported and recommended drivers

Modified Features
Camera

- Improved Camera roll navigation action

UX

- "**Check for updates**" button in Help menu
- Build date and time info in About dialog

Fixes
Animation Editor

- Transient clip in animation editor cannot be selected or modified
- Pivot point not moving with object when animated from imported *.vrscene*

Denoiser

- Artifacts around very bright light source
- Reflection artifacts when using two GPUs

Project Lavina Beta, v0.4.2

Beta Release

Date - July 22, 2020

Fixes
Video Driver

- Startup error (D3D error) with 450 series NVidia drivers

Project Lavina Beta, v0.4.1

Beta Release

Date - July 10, 2020

Fixes
Camera

- Physical camera parameters not syncing when switching camera slots
- Physical camera parameters scaling erroneously when loading from vrdx file

Animation Editor

- Physical cameras not interpolating correctly in animation editor when using FoV
- 'Aperture size' interpolation in animation editor

Denoiser

- Denoiser issue when using more than one GPU

Project Lavina Beta, v0.4.0

Beta Release

Date - July 09, 2020

Download VRay_LavinaImportChanges.mzp

New Features
Camera

- Physical camera parameters
- Camera roll functionality

Material

- Support for metalness (BRDFVrayMtl)

UI

- Pivot point selection button to top toolbar
- Mouse precision toggle button

MAXScript

- Import Changes from Lavina MAX script reimporting multiple cameras and animations from Project Lavina back to 3Ds Max. Details

Modified Features
Denoiser

- Improved denoiser:
    - Details from small objects and shadows are less blurry
    - Reduced halo/bloom effect around objects

Animation Editor

- Improved UX :
    - Increase the pickup radius for selecting thin areas - timeline marker, clip edges.
    - Make the rightmost 20px of a clip with two drag-able controls.
    - Transient clips are not resizable when dragged, only their position change.
    - Transient clips have a better thicker line indicator
    - Increase the limit of the "Def. duration" spinner to 1000 (approx. 10 sec @ 90fps)

Project Lavina Beta, v0.3.1

Beta Release

Date - July 01, 2020

Fixes

- Imported animated sun from .vrscene not being animated in Lavina

Project Lavina Beta, v0.3.0

Beta Release

Date - June 26, 2020

New Features

- Added Animation Editor (experimental)
- Added Light grouping(instancing) on imported lights
- Added support for V-Ray Sun and Sky models
- Added Noise threshold option
- Added Support for Simple(environment) light portal
- Added support for CommonTexture and MappedTexture set of texture parameters: Crop, Place, AlphaSource, MonoChannelOutput, RGBChannelOutput, Invert, OutputAmount, Clamp, RGBOffset, RGBLevel

Modified Features

- Improved Color Picker - interactive updates, color temperature, color presets, color range options

- Improved UI:
    - Last snapshot render time information
    - Selecting a light focuses it in the light lister
- Improved visual parity between Lavina and V-Ray

Project Lavina Beta, v0.2.3

Beta Release

Date - May 07, 2020

New Features

- Added new Camera list with thumbnails and set, delete and reorder functionality
- Added support for Directional, Omni and Spot lights from 3Ds Max
- Added support for Instanced objects from Maya/Modo/Houdini
- Added "Display to render ratio" control in the toolbar

Modified Features

- Improved navigation - Selection Pivot Type
- Improved denoiser - Artifacts with motion blur with fast moving objects are reduced
- Improved denoiser - textures behind refractive objects are less blurry
- Improved UI - RMB to reset value to default

Project Lavina Beta, v0.2.2

Beta Release

Date - April 09, 2020

New Features

- Support for IES lights
- Support for Spot lights from Maya/Modo/Katana/Cinema4D/Sketchup/Rhino
- Object pivot import and manipulation
- Move Pivot tool
- Navigation target type option - Ray hit or Camera target

Modified Features

- Improved navigation - gizmo for orbit pivot and zoom point

Bug Fixes

- Fixed bug with rotation and scaling in local space

Project Lavina Beta, v0.2.1

Beta Release

Modified Features

- Improved denoiser blending - added simple adaptivity to raw/denoised blending to filter out extreme noise
- Improved camera navigation
- Improved camera transitions with quadratic interpolation function instead of linear
- Improvement: Environment image is now cleared when loading a new scene
- Improvement: Removed automatic cycle back to first camera when in "Camera" animation mode
- Improved UI - removed Modifier key option and include them in navigation preset
- Improved UI - Shortcuts update according to navigation preset

Project Lavina Beta, v0.2.0

Beta Release

New Features

- Support for opacity maps in "clip" mode. Only bitmaps are supported
- Separate background option for camera rays instead of the "environment" color/image
- Importing of Dome light texture as Environment
- Navigation presets: Max, Maya, Sketchup
- "Run" when in Free-Look mode

Modified Features

- Improved rendering of refractive objects on reflective surfaces
- Improved light cache - it is cleared when a render setting is changed
- Improved animation experience: Scene, Walkthrough and Cameras mode
- Improved scene navigation experience
- Improved status bar

Bug Fixes

- Fixed denoiser silhouette artifacts
- Fixed collision enabled only in Free-Look mode
- Fixed undo action for some local space rotations