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	INTIAL
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	✓
VRayMtlReflectHilightGlossiness	✓
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 Itoo'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.