

Chaos Vantage, v2.2.0

Official Release

Date - December 7, 2023

New Features

Geometry

- Support for V-Ray Fur, Ornatrrix, 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.