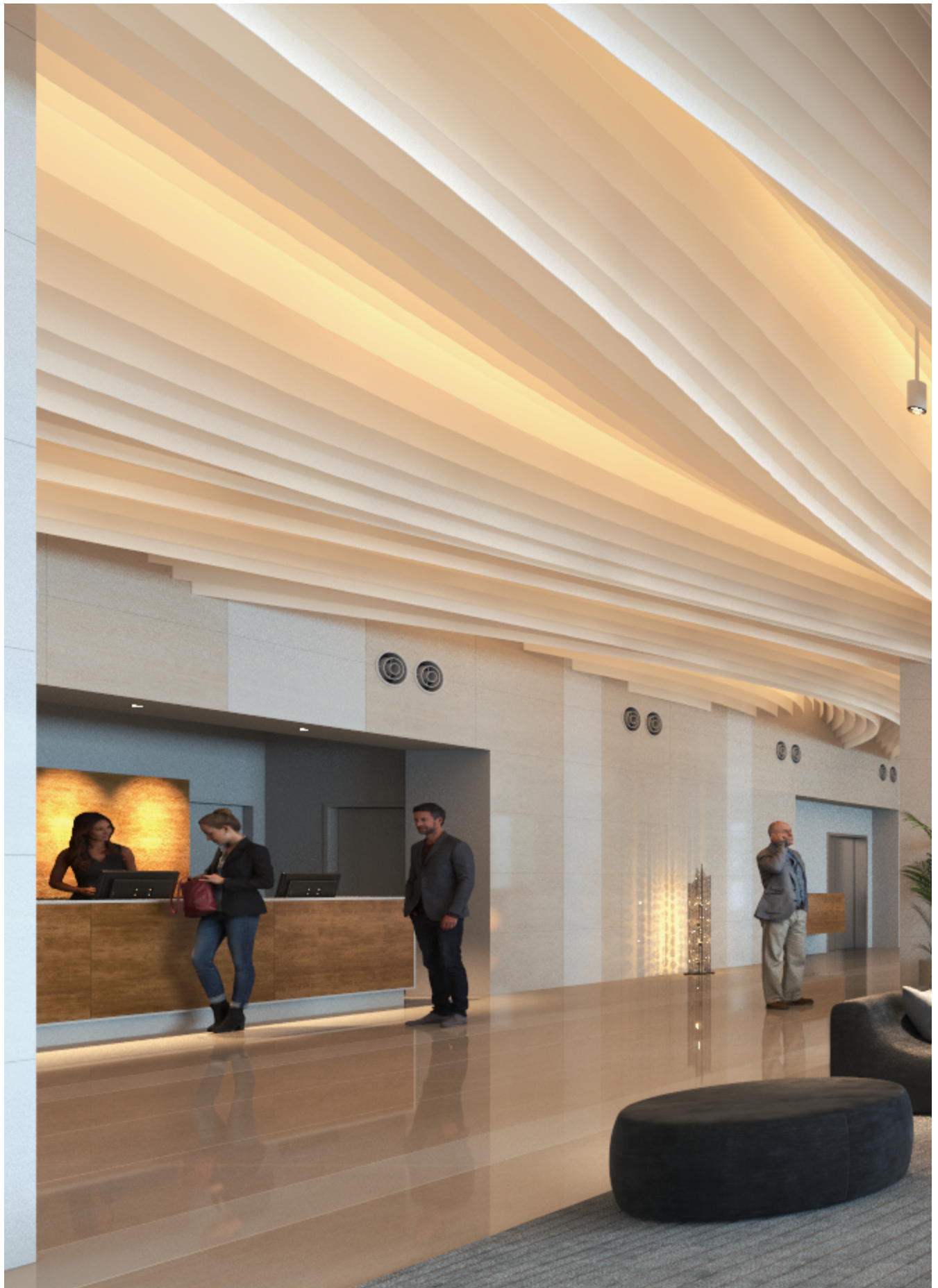


Chaos Vantage, v1.1.0

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