## **Live Link**

This page provides information on the Live Link feature in Chaos Vantage.

## **Overview**

The Live Link feature makes it possible to instantly see changes made in a V-Ray compatible DCC without the need to export and import .vrscenes in Chaos Vantage.

Live Link works only with officially released V-Ray 5 and later versions or latest stable nightly builds.

For additional information about Live Link setup per host app, please check below:

## **Live Link Supported Features**

The following changes made in the V-Ray compatible DCC will be propagated through Live Link:

- Editing, creating and deleting of:
  - Camera
  - Geometries
  - Lights
  - Materials
  - Textures
  - Environment

## **Known Limitations**

The following actions can be done Inside Chaos Vantage during Live Link :

- o create cameras;
- o create camera animation in the animation editor;
- o edit environment and fog
- o add post effect (LUT, Bloom, Highlight burn)

- o Render:

  - snapshots;HQ still image
  - HQ sequence
- o save .vantage file with the changes from above.

The following actions cannot be done inside Chaos Vantage during Live Link:

- o transform objects;
- o hide/unhide objects;
- o reassign materials;
- o edit lights;
- o import external(including cosmos assets) files;
- o animation playback

The following requires a restart of the Live Link Session in order to be updated properly.

- O Updating of:
  - o animated V-Ray Proxy files (.vrmesh)

When the Live Link Session is closed, the scene is still loaded inside Vantage but it is considered dirty and the aforementioned limitations are still in effect. A .vrscene file from the host application needs to be exported and loaded inside Chaos Vantage to enable full manipulation, editing and

If a .vantage file is saved in an active Live Link session, it can be loaded in a next session or applied to a loaded .vrscene.