

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 states>' 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 screen' 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 V-RayScene transformation for Instance objects within a V-RayScene.
- Wrong rendering of imported V-RayScene in C4D

Tools

-  "Export static scene" and  "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.