



Chaos Anima

Product document

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Product description

Chaos Anima is a complete solution for populating architectural scenes with photorealistic characters and dynamic traffic. Its innovative simulation systems empower archviz artists and studios to generate true to life animations extremely efficiently, enhancing visual narratives and immersive experiences.

It includes the Chaos Anima animation software for crowd and traffic simulations, plus an ever-expanding library of over 4000 render-ready 4D and 3D people models and a growing collection of animated urban vehicles. Diverse models can be quickly filtered by activity, clothing, season, place, gender, and ethnicity.

Archviz-focused, Chaos Anima has no competitive alternatives that solve architectural storytelling problems better than it does:

- A time-efficient solution optimized for performance with automated and streamlined workflows.
- A vast collection that fulfills any last-minute demand for diverse, project-relevant, and hyper-realistic 3D people & 4D human content.
- Simulation systems that handle rigid body physics seamlessly and ensure lifelike behaviors, interactions, and terrain response for all characters.
- Tight interoperability with industry-leading creative and rendering software.

Straightforward workflows let designers achieve exactly what they want extremely efficiently.

- The Alive/Live link workflow lets archviz artists easily control crowd and traffic animations in the Chaos Anima app.
- The Drop workflow allows artists to drag and drop people and vehicle models directly into their scenes in 3ds Max, Cinema 4D, or Unreal Engine.
- The rendering is done in the DCC environment.

Value proposition

Lifelike crowd and traffic animations in no time.

Chaos Anima users

Chaos Anima is aimed at archviz studios and artists who want to quickly transform their visualization projects into immersive, lifelike experiences with no hassle and no additional costs. Chaos Anima customers use creative DCC tools like 3ds Max, Cinema 4D, or Unreal Engine.

Key Chaos customers and potential Chaos Anima users have V-Ray for Max, V-Ray for Cinema 4D, Corona for Max, Corona for Cinema 4D or Vantage as part of their workflow.

Non-Chaos audiences include 3ds Max, Cinema 4D, and Unreal Engine customers, where Chaos Anima is seamlessly integrated.

- Chaos Anima users deliver high-quality, hyper-realistic designs that can engage their clients emotionally and exceed their expectations.
- Archviz artists often face heavy workloads within a tight deadline and usually need to add 3D people models and traffic very quickly, shortly before the end date for project deliverables.
- Key Chaos Anima customers are high-end archviz studios that add 3D/4D people models, crowds, or traffic to all their projects. The goal of such studios is not only to achieve a sense of scale and perspective by adding people models and vehicles but also to help viewers understand the functionality, ambiance, and potential uses of the space, even to make them relate and experience the designs at a more emotional level.
- V-Ray customers (for 3ds Max and C4D) usually have too much to do within a limited period of time. A complete crowd and traffic visualization solution like Chaos Anima will fit perfectly with their expectations, saving them time and streamlining their content workflows.
- V-Ray customers (for 3ds Max and C4D) also focus on delivering high-quality photorealistic designs that exceed customers' expectations. Chaos Anima provides the most realistically moving 4D humans, smart vehicles, and simulation tools to organize them in crowds or traffic animations. Software quality, efficiency, and reliability matter more to them than cost.
- Corona customers (for Max, C4D) that use Chaos Anima are usually more artistic than technical and require photorealistic results without compromises. They are usually freelancers or smaller studios, so budget is a consideration for them.

What is it used for by archviz artists?

- To populate static architectural visualizations with 3D posed people models.
- To create massive crowd animations in the Chaos Anima app.
- To add vehicles in urban scenes and create realistic traffic simulations.
- To create fully-fledged archviz marketing films, e.g. [marketing film example](#).

Customer pain points

Time-consuming crowd animations.

Customizing crowd behaviors and animations when using complex software designed for games or VFX requires expertise and advanced setups. On the other hand, manually adding and animating 3D people in scenes is a huge effort that may take days or weeks, depending on the project's complexity.

Chaos Anima provides streamlined workflows that enable swift placement of 3D/4D people models directly into the DCC scene or rapid crowd animations in the Chaos Anima app, making it a straightforward visualization solution. Chaos Anima's user-friendly controls for customizing crowd animations and people behaviors, allow artists to tailor crowds to their specific project needs.

Built to handle the demands of archviz artists who want to create massive crowd animations quickly, Chaos Anima provides everything a designer may need—a vast library of 3D/4D people with pre-animated behaviors plus the innovative Chaos Anima crowd system for easily controlled crowd animations.

Creating realistic traffic simulations is challenging.

Animating lifelike vehicle movement in architectural visualizations often requires complex physics setups and time-consuming manual animation. Ensuring vehicles follow real-world traffic rules, interact with pedestrians, and navigate intersections realistically can be a major hurdle.

Chaos Anima introduces an intelligent traffic simulation system that automates vehicle movement with ease. Vehicles adapt to terrain, obey traffic rules, and integrate seamlessly into crowd simulations—eliminating the need for manual animation. Artists can now add dynamic traffic to their scenes in just a few clicks, saving time while enhancing realism.

Increased demand for hyper-realistic content.

Chaos Anima sets the bar for lifelike 4D humans and hyper-realistic crowd animations in the architectural visualization industry. Architectural projects require relevant & diverse 3D people assets with consistent quality that work well together. Chaos Anima provides full access to over 4000 people, suitable for various visualization purposes:

- Lifelike 4D animated and 4D walking humans for the foreground of the animation. 4D walking humans also move in socialization areas but do not form crowds.
- Realistically moving 3D rigged models for massive crowd animations in the background of the animation (start moving in socialization areas and avoiding obstacles - automatically). Not suitable for static visualizations. Cannot be used with the Drop workflow.
- 4D ambient models, moving part of their body for the background of the animation.
- 3D posed people with exceptional quality for static visualizations.

With Chaos Anima, artists can elevate their presentations with compelling, full-of-life 3D/4D content, enhancing the overall impact of the visual story and, as a result, leading to faster design approvals, improved team productivity, and increased customer satisfaction.

Increased competition drives product adoption.

Increased competition in the architectural visualization marketplace forces artists and studios to constantly seek tools that deliver exceptionally realistic storytelling faster and easier. Product adoption depends on a low learning curve, intuitive UI, and interoperability with industry-leading creative and rendering tools.

Chaos Anima is easily adopted because it is seamlessly integrated with popular creative software like 3ds Max, Cinema 4D, and Unreal Engine. Additionally, it works with a range of renders, including V-Ray, Corona, Vantage, Octane, Redshift, Arnold, and F-Storm.

Key benefits

Easily controlled crowd animations, designed for archviz artists.

Animation control via the independent Chaos Anima application allows easy placement, crowd distribution, direction, and movement across socialization areas like paths, stairs, ramps, and more. By default, crowds of 3D-rigged people start moving automatically, avoiding obstacles and each other. The Chaos Anima crowd system also introduces a greater variety to the scene by randomly varying the color of the outfit each 3D-rigged model is wearing.

Smart traffic simulations for effortless realism.

Chaos Anima introduces intelligent, fully automated traffic simulations, making it easy to integrate dynamic vehicle movement into archviz projects. Smart vehicles follow real-world traffic rules, navigate intersections, and interact naturally with pedestrians—all without the need for manual animation. With a growing collection of animated urban vehicles, artists can quickly populate scenes with realistic traffic that adapts to terrain, slopes and turns, ensuring a seamless and lifelike visualization.

Ever-expanding 3D/4D people asset collection.

Designed to cater to any archviz project requirement, Chaos Anima offers a wide range of lifelike characters in various demographics and unique movement sets. Filters allow artists to find the right model among a variety of options – activity, clothing, season, places, gender and ethnicity.

Unrivaled 4D humans with cinematic quality.

The hallmark of the Chaos Anima collection is its 4D animated and 4D walking humans, designed for use in the foreground of the composition. Their cinematic quality is unrivaled in the archviz industry, allowing viewers to experience authentic human movements and genuine facial expressions in any environment and light condition. 4D walking humans can move naturally across socialization areas but cannot form crowds.

Easy to master, powerful visual stories.

With Chaos Anima, designers can transform ideas into lifelike stories with an intuitive and easy-to-use crowd visualization tool. Anyone who has experience with 3D creative and rendering tools can easily master Chaos Anima.

Part of the archviz artist's DCC workflow.

An essential part of the Chaos ecosystem, Chaos Anima seamlessly integrates into the digital content creation process. Artists can create a crowd or traffic animation in the Chaos Anima app and import them into their scene in 3ds Max, Cinema 4D, or Unreal Engine, where they can be rendered easily with V-Ray, Corona, or Vantage.

Key features

Lifelike animations:

- Most impressive walking characters
- Coordinated crowds
- Perfect shading

Traffic simulations:

- In-built traffic defining tools
- Animation flow controls
- Precise color-editing options

UI: An intuitive interface, designed to guide the user through the process of creating crowd simulations efficiently.

- Live link
- Real-time viewport
- Drag and drop characters to the scene
- Simulation built-in tools
- Render ready assets and materials
- Industry standard plug-ins

Library panel with over 4,000 render-ready 3D people, 4D humans and smart vehicles in 5 main categories that can be quickly filtered, based on activity, clothing, season, places, gender and ethnicity.

- 4D animated and walking humans
- 3D rigged people
- 3D ambient people
- 3D posed people
- Smart vehicles

Find more details [here](#).

Why should archviz artists choose Chaos Anima?

- A complete archviz-focused solution, allowing archviz artists to quickly create their crowd animations, populate their DCC scenes, and move on with their creative work with no hassle.
- Automated traffic simulations enable artists to bring hundreds of vehicles into their scenes and see them following real-world traffic rules, handling intersections, and adapting to pedestrians, all without manual setup or expertise in physics-based simulations.
- Time-efficient, it allows artists to create massive crowd animations and traffic simulations in no time (e.g. from mere minutes to a day, depending on project complexity).
- Cost-effective — archviz artists gain access to all the tools needed to create lifelike crowd and traffic animations with a single subscription, without any hidden costs.
- The easiest crowd and traffic animation tool to master. The intuitive user interface allows artists to start using the tool effectively right away, minimizing any initial downtime in their workflows.

- Seamlessly integrated with industry-leading DCC and Chaos rendering software.
- No need for a powerful workstation to run efficiently.
- Our 4D technology allows us to display an impressive amount of data in real-time, meaning that 3D artists can expect smooth and realistic animations with consistently high FPS (frames per second) for an optimal user experience.
- 4D humans add an unmatched level of depth and authenticity to architectural visualizations. Alternative solutions (only archviz segment) cannot match the capabilities of the native Chaos Anima 4D format file, especially when it comes to geometry and texture optimization, physically accurate motion blur effect, and real-time performance.
- A growing collection of animated urban vehicles, allows artists to seamlessly populate their projects with dynamic, realistic traffic, enhancing the overall scene depth and authenticity.
- It removes manual work by simplifying crowd animation workflows, smart traffic simulations, and characters with automated behaviors — such as automatic material generation, automated texture synchronization, and automatic crowd movements in all socialization areas, including avoiding obstacles and each other.
- Suitable for both static visualizations and dynamic animations.

System requirements

- Intel® i5 or AMD FX processor or better.
- Recommended OS: Microsoft Windows 10 64-bit or Windows 11 64-bit. Minimum OS requirements: Microsoft Windows 7 64-bit or Windows 8 64-bit.
- Recommended: 32 GB RAM. Minimum: 8GB RAM.
- Available hard disk space 10 GB.
- DirectX® 10 or OpenGL® capable graphics card. Minimum – 1Gb VRAM. Recommended 8 GB.
- Currently does not support Apple & Linux OS.

Norsk leverandør:



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