

chaos



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Chaos Phoenix 5, update 2

What's new

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Introduction

Chaos Phoenix 5, update 2 adds **support for Autodesk 3ds Max 2024 and Maya 2024**. It's packed with powerful new features to give artists even more creative control and open up new exciting simulation possibilities. That's not all — we've also made a number of user interface enhancements and implemented significant speed ups, allowing them to get the job done faster and more efficiently — saving more time to unleash the creativity.

What's new

Rocket fuel for your simulations.

Speed up your simulations and unlock new possibilities with even more creative control.

Enhanced performance. Get the job done faster with this update's performance enhancements. With faster quads, particle textures and previews, cache generation, and more, Phoenix simulations are now up to 20% faster compared to Phoenix 5.10.

Sources. Take command of fluid emulsion like never before. The new Directed Velocity options in the Phoenix Sources allow you to effortlessly create velocities in the desired direction or even leverage the power of texture maps to influence them.

Fine control over Active Bodies. Create even more realistic watercraft animations. You can now lock the rotation of an Active Body cone object to the original object, allowing boats to lean while turning.

Enhanced user interface [3ds Max]. A quicker and more customizable floating User Interface for the Simulation, Rendering, Preview, Scene Interaction, and Input outputs. Plus, a new floating window to dock and arrange Phoenix Simulator outputs as desired.

Enhanced Ocean. Save precious setup time and get realistic results faster thanks to added support for ocean rendering with adaptive grid. The adaptive grid can now expand vertically* for ocean scenes, eliminating the need for manual tweaks.

** Only vertical adaptive grid expansion for Ocean simulations is supported.*

Simulation Speed rollout. Optimize your simulations with the help of the new Simulation Speed rollout. Gain valuable insights into the most time-consuming aspects of your simulation, and get useful tips on how to speed them up.

Streamline your workflow.

Get the job done faster and more efficiently and free up time to be creative.

Improved V-Ray CPU IPR support [Maya]. Receive instant feedback to fine-tune your simulations or explore different looks with improved support for V-Ray CPU's interactive Product on Rendering. Save time to be creative.

Streamlined preset creation. Create toolbar presets even without a selected object. If no object is selected a sphere is automatically created and used as an emitter for the simulation.

TexUVW Isosurface support [Maya]. Transport texture coordinates along fluids during simulation and use them together with the isosurface render mode to create advanced render-time effects.

Deadline Simulation Submissions. Preview your simulations right after running scenes through AWS Thinkbox Deadline. The Phoenix Standalone Previewer now generates images from the cache sequence, freeing up more creative time. Plus, you can see how the simulation progresses when submitting .max scenes.

And more.

[See the complete what's new list.](#)

Levering & Support:

