



Reseller use only

Chaos Vantage — Product Document

December 2020



PRODUCT DESCRIPTION

Chaos Vantage is the fastest route to real-time. It is a technology for exploring and manipulating V-Ray scenes in real-time within a 100% ray traced environment. Artists and designers simply drag and drop their V-Ray scenes (.vrscene) to explore them immediately in real-time – without wasting time optimizing geometry, unwrapping UVs or light baking. Once in Vantage, users have the freedom to define and recall views and scene states, create immersive experiences and better communicate their designs.

This rich experience can be part of a live 3ds Max session, which is also coming to our other V-Ray 5 integrations throughout 2021.

VALUE PROPOSITION

Chaos Vantage enables V-Ray artists and designers to instantly explore and interact with fully detailed 3D scenes in real-time, within a 100% ray traced environment.

WHAT IT'S USED FOR?

- Design exploration for personal understanding or informal, internal review
- Design validation and presenting designs to either a supervisor or a client
- Photorealistic previzualization
- Quick rendering of final images and animations, where users want to present their design with great quality
- Greatly shortens the feedback iteration phase

CHAOS VANTAGE USERS

Chaos Vantage users are most likely Visualization specialists and Design directors working in Architecture.

- V-Ray users who want to seamlessly add real-time to their workflow for space awareness and design exploration.
- Designers who want to add effective "Over the shoulder" interactive design review in their workflow.
- 3ds Max users who want to preview their projects with the best quality to interactivity ratio without leaving 3ds Max.
- AEC users who want to create and tell a story through flythroughs and animations - which can be later on rendered offline for even better quality.

KEY FEATURES & BENEFITS FOR USERS

Zero setup. Drag and drop your V-Ray scene into Chaos Vantage and start exploring. There's no geometry to optimize, UVs to unwrap, or lighting to bake.

Go big! Chaos Vantage handles gigantic scenes and billions of polygons without a problem. Test it with your most detailed production scenes.

Ray-traced quality. Chaos Vantage uses physically based lighting, materials, and global illumination to create results with photorealistic accuracy - perfect for design validation.

Live link. Instant sync of changes to your content with a live link to 3ds Max. Speed up previz setup and rendering, and transfer any changes you make back to 3ds Max. Also coming to our other V-Ray 5 integrations in 2021.

Easy navigation. Navigate your scene just like playing a game. There's even automatic collision detection useful for climbing stairs and being blocked by walls - perfect for over-the-shoulder presentations.

Animation editor. Create and render animated sequences directly in Chaos Vantage. Create your pitch and tell your story in real-time within Vantage. You can quickly render it offline for even better quality.

WHY SHOULD USERS CHOOSE CHAOS VANTAGE?

Improves users' workflow significantly

- Enables V-Ray users to transform their projects into real-time experience without any additional effort.
- Automatically syncs user actions and content via live linking, speeds up previz setup & rendering and allows bringing changes back to 3ds Max.

Speeds up project completion time

- Enables V-Ray users to shorten the feedback iterations with their clients
- Due to the instant interactivity allows on demand presentations and variation discussions in front of a customer.
- Saves time on multiple back and forth iterations and improves communicating the project's story.

Enhances the quality of results

Greatly improves the quality of previz animations, supporting decision making.

Adds functionality to users's DCC of choice

Adds essential animation capabilities and enables better storytelling.

SYSTEM REQUIREMENTS

- Windows 10 with Update 1809 or later
- NVIDIA RTX GPU (maximum of two)
- NVIDIA Driver 419 or later
- System RAM should equal or exceed GPU memory

Norsk leverandør & support



Infinity Innovations

CHAOSGROUP