

chaos



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Phoenix

Chaos Phoenix 5

What's new

May 2022



Introduction

Chaos Phoenix 5 takes active body simulations to the next level with new tools, giving users more control than ever before. New and enhanced presets make creating realistic dynamic effects faster and easier. We've also made simulation faster and introduced workflow optimizations that save time. And much more.

What's new

More control, better simulations.

Thruster Force – Create procedural animations inside Phoenix — move active bodies with a directable engine force.

Axis Lock – Restrict active bodies to move or rotate along a selected horizontal or vertical axis.

More controls – Extra control over how active bodies interact with your scene — choose whether they should emit, attract, and retain fluids, and much more.

Simulation made easy.

New presets – Choose from popular ready-to-roll settings including stormy sea, jet engine, ice cubes and speedboat.

Enhanced presets – We've also enhanced the fire, beer and ocean presets for even better-looking results. Plus, fire is simulated faster than before.

Workflow optimizations.

Realistic foam patterns – Create more realistic foam, faster. Easily add variety to the size and look of your patterns.

Voxel Shader – Shade fire and smoke simulations, and meshes in a single simulator — giving you more time to be creative.

And more.

Standalone simulations – Speed up your simulations with the initial implementation of the Phoenix Standalone Simulator and easily debug your scenes through the Phoenix simscene Node Editor.

macOS support – Phoenix for Maya now runs on macOS.

Norsk leverandør & support:



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