

chaos



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Corona

Corona 11 for 3ds Max and Cinema 4D

What's new

November 2023



Introduction

Chaos Corona II for 3ds Max and Cinema 4D aims to enhance the existing toolset available to users, enabling them to elevate their work to new levels of creativity and realism. Users can now enjoy greater creative freedom and control through faster and easier scene creation and detailing. In this document, you will find the key features of the Corona II release.

Key features in Corona II for 3ds Max and Cinema 4D

Corona Tile Map

Easily create stunning bathrooms, kitchens, walls, and floors with procedural tiles thanks to the Corona Tile Map.

Now, you can use bitmaps or procedural maps to define the colors of the tiles and repeat, randomize, or even “pixellate” an image onto the tiles, depending on your needs. The Corona MappingRandomizer and MultiMap now come with “by tile id” modes, so that you can randomize results by each tile if desired.

Corona Tile Map also lets you create multiple inputs and outputs, which means one tile map can be used to control results for color, glossiness, bump, displacement, and more, rather than having to keep several different tile maps in sync.



Scatter Altitude

Define upper and lower limits for scattering, creating more realistic and captivating nature scenes with Scatter Altitude. For example, you can set upper and lower limits for treeline, and waterline, and scatter some clouds around mountain tops without affecting the lower part of the scene.



Scatter Look At

You can now have scattered items look in the same direction quickly and easily using Scatter Look At.

A prime example would be scattered people looking at a stage, or fish in a tank swimming in the same direction.



Edge Map/Edge Shader

Easily apply effects like weathering and staining to the edges of objects with Edge Map/Edge Shader. This is particularly useful for objects with no thickness like leaves, photos, maps, paper, etc.

The new Edge Map/Edge Shader creates a color gradient based on how far away a point is from a geometric edge.



Pyro

Add an extra layer of action to your scenes with smoke, fire, and other simulations thanks to Pyro. With our new Pyro support, you no longer need to run the simulation, export it to OpenVDB, and then load it back into the scene. Everything is done seamlessly directly in Corona for Cinema 4D.



Corona Power Tools

Corona 11 for 3ds Max comes with a set of handy scripts called Corona Power Tools, designed to speed up and replace repetitive and tedious design adjustments.

For example, the Replace Selection tool, allows you to easily swap a set of similar objects with different ones (i.e. chairs in a room).

In addition, with the randomization feature in Corona Power Tools, you can jiggle these objects around to achieve higher realism.

Other abilities in the Corona Power Tools allow the adjusting of pivot points, and more, and are quite useful in many different scenarios.



Other improvements

Improved Normal / Bump filtering reduces the loss of detail in those channels that can come with using a smaller render resolution or moving an object further away from the camera.

Experience enhanced results with the new Intel Denoiser, now compatible with CPU or GPU, no NVIDIA GPUs required.

Users can now take advantage of the color management options offered by the latest versions of Cinema 4D and 3ds Max.

Corona II for Cinema 4D also comes with an improved Lister feature.



Norsk hovedleverandør:



Create your world.