



High-quality scene exploration in real-time.

Explore your most complex V-Ray 3D production scenes ray traced in real-time. With Chaos® Vantage, there are no time-consuming conversions. Simply drag and drop your complete V-Ray scene into Vantage and start exploring. Quickly create high-quality visualizations or pre-visualizations for architecture, film-making, automotive and more.

Chaos Vantage requires a DXR-compatible GPU:

Technical requirements

Supported platforms

- Chaos Vantage works with .vrscene files exported from V-Ray Next, V-Ray 5, and V-Ray 6.
- We recommend using V-Ray 5 and above for an ultimate experience.
- Chaos Vantage works with a live link from 3ds Max, SketchUp, Rhino, Revit, and Cinema 4D.

System requirements

- Windows 10 with Update 2004 or newer (version 10.0.19041)
- DXR compatible NVIDIA or AMD GPU (maximum of two)
- For NVIDIA GPUs - RTX series or newer, required driver 515 or newer, recommended driver 530 or newer
- For AMD GPUs - RX 6000 series or newer
- System RAM should equal or exceed GPU memory (minimum 8GB RAM)

Supported Features per Host App

<https://docs.chaos.com/display/LAV/Supported+Features+per+Host+App>

System Requirements

<https://docs.chaos.com/display/LAV/System+Requirements>

Use Chaos Vantage as an Archviz artist

- **Explore & present unlimited design variations.**
Switch between design options, material schemes, and lighting configurations to compare, explain, and explore all the possibilities you have for your design or its presentation.

- **See every aspect of your scene as you model.**
A real-time companion view, unaffected by scene size, that gives you a highly realistic perspective of your scene as you adjust materials, lighting, and geometry.
- **Render super fast.**
Produce high-quality renderings and animations in record time at a quality level that makes approval easy — including all the render elements needed for post-production.

Use Chaos Vantage as a VFX professional

- **Playblasts at exceptional quality**
Playblasts that convey the actual materials and lighting of your production for far more meaningful review and approval.
- **Previz with full-size scenes, that can be reused in production**
Ray tracing in real-time without scene simplification or baking, using the same materials and lighting as your production team.
- **Real-time reference**
A real-time ray-traced view that closely matches your production rendering results as you finalize your scene. Also perfect for over-the-shoulder discussions while making decisions.

What's new?

Chaos Vantage just got better. Redefine the art of material blending with the newly introduced Support for V-Ray Blend Materials. In addition, you can amplify your creative control in post-production with the new Multi Matte render element.

What's new in Chaos Vantage 2, update 3

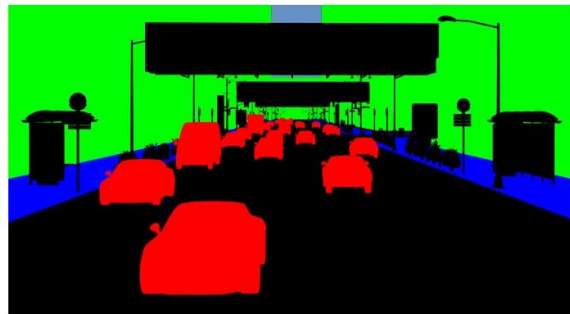
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[Watch this video to find out more >](#)



Support for VRayBlendMtl

Elevate the art of material blending in your Vantage projects with the newly added support for VRayBlendMtl. This feature allows you to layer and mix complex materials in a physically based way to achieve a photorealistic look.



Multi-matte render element

With the new Multi Matte render element you have even more control over your rendered images in compositing. It enables selective object isolation, efficient post-production workflows, and fine-tuned masking for achieving pixel-perfect precision in every render.

What's new in Chaos Vantage 2



Hair & Fur

Create realistic carpets, rugs, animal pelts and even grass with Vantage's support for V-Ray Fur. You can also achieve lifelike hair with precise highlights and customizable glint and glitter controls with the support for V-RayHairNextMTL.



Displacement

Create intricate geometric details from textures, ideal for designing bas-reliefs, pavements, brick/stone walls, and similar structures that are challenging to model manually.



NVIDIA DLSS 3.5 denoiser

NVIDIA's AI-powered DLSS 3.5 denoiser enhances rendering speeds by up to three times while preserving visual fidelity. It employs Ray Reconstruction to sharpen images and reduce noise, while panning around a scene. Enjoy a much better real-time experience allowing you to review and fine-tune scenes with exceptional quality, all while maintaining the accuracy of colors and lighting.



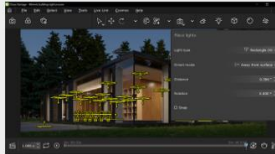
Refraction glossiness

Create realistic frosted glass effects using the newly added refraction glossiness parameter in V-Ray Material.



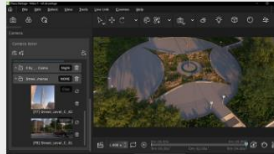
Scene states

Assign different light setups, materials, object transformation, and post-process looks to different cameras. Add animations for smooth transitions between different states. Easily recall and send them for batch rendering.



Light creation and placement

You can now create various types of lights directly in Vantage. Use the advanced placement options to achieve lookdev directly in Vantage without any DCC dependency.



Camera grouping with states override

Enjoy a much better and more structured method of grouping cameras and assigning states to these groups. Perfect for over-the-shoulder discussion with clients.



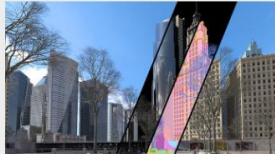
HDR Monitor support

Make your projects extra radiant with HDR monitor support.



Deforming meshes

Bring people and vegetation to life and create richer animations for your project presentations.



Render Elements

Add the most popular render elements, as well as object and material masks, to fine-tune your images in post.



Support for Anima4D assets

We've partnered with XYZ to provide support for its [high-quality 3D library](#) of animated 4D people and crowds.



Extended animations

Take even more .vrscene animation effects into Vantage. From flickering and fading lights to animating the tiling offset, your animated materials, textures, and lights now work seamlessly in Vantage.



Scatter

Populate your scenes with millions of objects in just a few clicks. Our new scatter tool allows you to quickly and easily create forests, fields, crowds, and more.



Scattering fog

Set the mood for your scenes with realistic environmental effects such as god rays, light shafts through windows, streetlights, with volumetric fog with realistic light scattering.



Orthographic cameras

Easily create top-down or facade renderings with the orthographic camera projection.



Support for Mesh Lights

Turn any geometry into a direct light source for even more artistic lighting. Mesh lights are now rendered much faster than before.



Nested .vrscenes

V-Ray scenes can now be referenced via the VRayScene object allowing sharing of the entire scene between different V-Ray integrations.



NVIDIA AI Denoiser with upscaling

Employ the NVIDIA AI Denoiser when rendering high-quality output to automatically remove noise. Use the upscaling mode to increase the frame rate and responsiveness in interactive rendering.



NVIDIA RTXDI

Add plenty of dynamic lights to your scene without worrying about performance or resource constraints. Vantage implements NVIDIA RTXDI with its Direct light reservoir sampling feature.



Support for multiple UV channels

Enrich your projects by creating sophisticated materials such as stacking labels or adding decals with newly added support for multiple UV channels.



Quality presets

Quickly choose between quality and interaction speed with a single slider, allowing you to set Vantage for high-quality rendering or faster feedback.



Refreshed UI

Vantage 2.0 gets a facelift. Enjoy a refreshed user interface with a modern look and feel.



Support for AMD GPUs

Vantage can now run on DXR-compatible* AMD graphics cards.

*System requirements

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For the full list of new features and enhancements, check out

<https://docs.chaos.com/display/LAV/What%27s+New>

For more information and/or query, visit www.challenge.com.ph or email us at marketing@challenge.com.ph