Versatile dynamics simulator that seamlessly integrates with Autodesk 3ds Max, Maya, V-Ray and Corona.

Chaos® Phoenix is capable of a wide range of effects including fire, smoke, liquids, flames, explosions, rigid body simulations, ocean waves, mist and splashes to list just a few. Quick presets and fast setup make it easy to get started, and its powerful simulation engine offers complete control over more complex effects.

- **Powerful**
  Chaos Phoenix is an all-in-one solution for fluid dynamics in 3ds Max and Maya. Simulate realistic fire, smoke, liquids, ocean waves, splashes, spray, mist and more.

- **Artist-friendly**
  Built for 3D artists who want to create fluid dynamic effects that are fast to set up and easy to control.

- **Interactive**
  Preview and render interactively in the viewport. Fine-tune simulations on the fly.

- **Creative Control**
  Create all types of physically-based fluid effects with fast, smart controls for rendering, retiming and refining simulations.

- **Smart Integration**
  Phoenix is integrated seamlessly with Autodesk 3ds Max and Maya and optimized to render with V-Ray® and Corona.

- **Compatibility**
  Compatible with industry-standard tools and formats such as OpenVDB and Alembic, as well as Krakatoa and thinkingParticles for 3ds Max.

Power up your simulations.

Chaos Phoenix 5, update 2 adds support for Autodesk 3ds Max 2024 and Maya 2024. Packed with powerful new features to give you 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 you to get the job done faster and more efficiently — leaving you with more time to unleash your creativity.

See What's New?

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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 liquids, particle textures and previews, cache generation, and more, Phoenix simulations are now up to 20% faster compared to Phoenix 5.10.

- **Enhanced user interface [3ds Max]**

  A quicker and more customizable Floating User Interface for the Simulation, Rendering, Preview, Scene Interaction, and Input rollouts. Plus, a new, floating window to dock and arrange Phoenix Simulator rollouts 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.

- **Fine control over Active Bodies**

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

- **Sources**

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

- **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 Production Rendering. Save time to be creative.

- **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.

- **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.

- **Deadline Simulation Submissions**

  Preview simulations when running simscenes through AWS Thinkbox Deadline thanks to the Phoenix Standalone Previewer. Plus, see how the simulation progresses when submitting .max scenes.

FOR MORE INFO/QUERY: Visit www.challenge.com.ph or contact us through marketing@challenge.com.ph