

Chaos Scans

Real-world materials scans

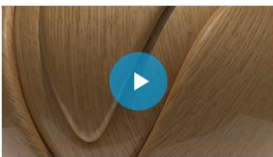
Photoreal scanned material library.

Materials that would take you hours to create by hand have been scanned to perfection. Enjoy over 2500 pre-made materials that fit perfectly in your V-Ray and Corona workflow with a simple drag and drop.

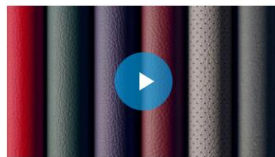
Why Chaos Scans.

- **Photoreal materials.**
Each Chaos Scans material is generated using thousands of images. Real-world response to lighting, no seams - the result is often indistinguishable from the original sample.
- **Complex materials made simple.**
Chaos Scans require no prior material-building knowledge or use of reference materials. Simply choose your desired scan, drop it on a surface and you're ready to render.
- **Great variety.**
Render a wide selection of physical materials including car paint, plastic, leather, fabric, foil and more. Plus, we've teamed up with some of the finest real world producers, so you can present your clients with the actual material you'll be using before building your design.
- **Built for Chaos engines.**
Chaos Scans work seamlessly across the V-Ray and Corona products portfolio. You get to keep your design intent while having full flexibility to move your work across your favorite content creation tools.

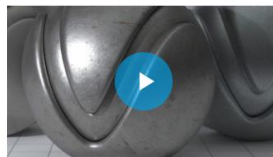
What's inside



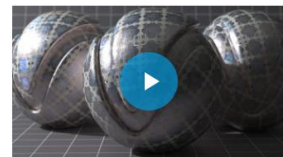
Wood Samples



Fabric Samples



Metal



Holograms

Explore: https://accounts.chaos.com/service_login?return_to=https%3A%2F%2Fdownload.chaos.com%2Fvscans

Properties:



Incredibly photoreal

Chaos Scans uses high-quality hardware to capture the material's texture in exceptional quality. No loss of detail, fidelity, or color.



Physically accurate

Chaos Scans are created from thousands of images, capturing a material's bidirectional texture function (BTDF), recreating a material's true surface appearance and response to light.



Volumetric translucency

Chaos Scans materials capture translucency in volumetric materials with varying thickness.



Seamlessly tileable

Chaos Scans materials repeat without joins.



Customizable

Fine-tune the appearance of materials directly in your favorite content creation tool.



Triplannar mapping

Chaos scans materials can be applied by proprietary triplannar mapping, which removes the need for explicit UV mapping.



Render Elements

Chaos Scans support separation into several render elements: clear coat reflections, direct light, indirect lighting by spawned rays, opacity and received caustics stored.



GPU support

Chaos Scans are compatible with V-Ray GPU for increased performance and flexibility.

Material Types:



Car paints & paints

Simulate the look of highly-detailed car paint, complete with orange peel and clear coat.



Reflective & holographic materials

Render complex reflective and holographic surfaces.



Highly reflective materials

Our proprietary scanning technology enables you to recreate even highly reflective surfaces like foils.



Translucent materials

The industry's first technology capable of scanning & rendering translucent materials.

To inquiry or learn more: visit www.challenge.com.ph or email us at marketing@challenge.com.ph.