

chaos



Corona 9 for 3ds Max and Cinema 4D

What's new

October 2022



Introduction

Chaos Corona 9 for 3ds Max and Cinema 4D adds many powerful tools to allow artists to create their 3D worlds faster and with more detail than ever. It also sees Corona complete its move into the Chaos ecosystem, with a single license that works for 3ds Max and Cinema 4D, and with Premium and Solo offerings just like V-Ray.

For the first time, Corona comes bundled with other powerful Chaos products. The Corona Premium license includes Chaos Phoenix, Chaos Scans, and Chaos Player, while both Solo and Premium include Chaos Scatter and Chaos Cosmos.

Key features in Corona 9 for 3ds Max and Cinema 4D



Procedural Clouds. HDRIs may look good, but they are fixed to a certain time of day, cannot be adjusted, and don't animate. The previous Corona Sky let you animate the time of day with ease, and now goes further with the addition of Procedural Clouds which allow users to adjust and animate realistic cloud cover in their scenes, with minimal impact on render times or memory needs.

Corona Pattern. Corona Pattern lets users tile real geometry over a surface, with the same ease as they'd tile a texture. This gives far more realism than they would obtain using alpha, bump, and displacement maps, and it also requires far less memory than those alternatives. Prime examples are when creating knitted or woven fabrics, wire fences, jewelry such as necklaces, but also much more!



Edge Trimming in Chaos Scatter. Users have loved the power and ease of Chaos Scatter, introduced in Corona 8. The most requested addition to Scatter was for Edge Trimming, allowing better control over the edges of grass lawns, for example, something that many users told us they would find useful. We are happy to meet their requests and provide this tool in this update.

Chaos Phoenix. [Chaos Phoenix](#) is a dynamics simulator that integrates seamlessly with 3ds Max and Corona to create realistic fire, smoke, liquids, flames, explosions, ocean waves, mist, splashes, and more.

Chaos Phoenix was previously out of reach of many Corona users due to its separate price, but now it is included with every Corona Premium subscription.



Chaos Scans. There are some materials that are impossible to recreate with any number of parameters and maps in a generalized material, as they have a unique way of responding to light. This is where [Chaos Scans](#) comes in. Each material in the library is meticulously scanned to capture how it interacts with light so that you can drag-and-drop it into your scene for 100% accuracy in both look and scale.

And more...

Chaos Player. Now users can quickly preview their animations, or even make essential edits and produce final videos, all without paying for and learning overly-complex software that takes an age to load and does more than they need.

Shutter Curve for Motion Blur. Users can now have precise control over the results of Motion Blur.

Out of Core Rendering for Corona Bitmap Textures.

Significant savings in the amount of RAM required for textures loaded via Corona Bitmap help keep overall memory usage a little more manageable.

Depth of Field for the Fisheye Camera. Now Depth of Field can be applied to Fisheye style renders.



Create your world.