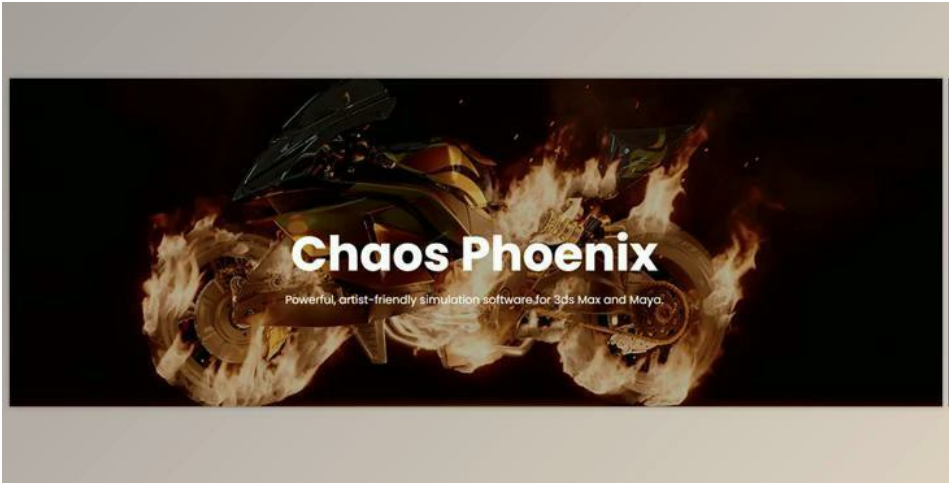# Chaos Phoenix v5.22.00 for Maya and 5.23.00 for 3ds Max 2020 - 2025 (Win)

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Chaos(r) Phoenix is capable of a broad range of effects, including smoke, fire liquids, flames explosions as well as rigid body simulations ocean waves, splashes, and mist to name just some. Fast presets and quick setup make it easy to start with the powerful simulation engine provides full control over more intricate effects.

How to use presets for 3D design?

You can use "Chaos Phoenix".

Where can I download the product?

After subscription, You can download it for free from here.

Highly effective

Chaos Phoenix is an all-in-one solution to fluid dynamics in 3D Max as well as Maya. Create realistic smoke, fire liquids, ocean wave sprays, splashes of mist, and much more.

Artist-friendly

Created to serve 3D artists looking to create fluid, dynamic effects that are quick to set up and easy to manage.

Interactive

Preview and render interactively within the viewport. Fine-tune the simulations on the fly.

Control of creativity

Create all kinds of fluid effects based on physical properties with rapid, intelligent controls for rendering simulations, retiring, and refining.

The smart integration

Phoenix has seamlessly integrated into Autodesk 3ds Max as well as Maya and optimized for rendering using V-Ray(r) as well as Corona.

Compatibility

Compatible with industry-standard formats and tools like OpenVDB Alembic Krakatoa and ThinkingParticles for 3D Max.

Phoenix offers a versatile set of tools and presets for creating high-quality simulations directly within 3ds Max and Maya. Whether you're working on liquid dynamics, fire and smoke effects, or other complex simulations, Phoenix provides a wide range of features to enhance your creative process:

- **Liquid Simulations with Splashes and Foam**: Phoenix enables you to craft realistic liquid simulations, complete with splashes and foam, right within your 3D environment.
- **Smoke and Fire Effects**: You can easily generate various types of fire and smoke effects using Phoenix's powerful dynamics engine, featuring adaptive-grid technology.
- **Presets for Quick Setup**: Phoenix offers presets for commonly used effects, simplifying the setup process. Use them as they are or customize them to match your specific requirements.
- **Interactive Simulations**: Fine-tune your simulations interactively in the viewport, leveraging Phoenix's GPU-accelerated preview for real-time adjustments.

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- **Simulations Refinement**: Enhance the detail and increase the resolution of your simulations without altering their shape or behavior.
- **Turbulence Generation**: Create small wisps of smoke and steam using Phoenix's turbulence capabilities.
- **Mesh and Particles Import/Export**: Seamlessly import and export mesh objects and particles to various industry-standard formats, including OpenVDB, Alembic, Krakatoa, XMesh, and V-Ray proxy files for 3ds Max and Maya.
- **Vorticity Effects**: Achieve highly realistic and intricate vorticity effects with precise control over vortex strength and fine details.
- **Custom Emission Sources**: Utilize a wide range of emission sources, including animated meshes, texture maps, particles, and more, for added flexibility.
- **Cascade Simulations**: Create sequences of simulations that trigger and interact with one another for complex and dynamic effects.
- **Simulation Retiming**: Adjust the playback speed of simulations, making it ideal for creating captivating slow-motion effects.
- **Ocean Simulations**: Effortlessly generate non-repetitive ocean surfaces using procedural ocean displacement. Preview and render these surfaces without the need for extensive cache files.
- **Ocean and Beach Waves**: Seamlessly transition from procedural ocean simulations to simulated beach waves for a more immersive coastal experience.
- **Realistic Foam Patterns**: Easily enhance the realism of foam patterns, allowing for greater variety in size and appearance.
- **Forces and Influences**: Apply forces such as wind, spline follow, mesh attraction, and Massive Wave Force to craft lifelike ocean simulations.
- **Accurate Viewport Previews**: Quickly and accurately preview your fire, smoke, and liquid simulations within your 3D viewport.
- **Voxel and Particle Tuning**: Adjust the properties of each voxel and particle during simulation, using customizable conditions to manage particle behavior.
- **Simulation Licenses**: Utilize Phoenix simulation licenses to efficiently distribute jobs over the network, allowing seamless integration with rendering management systems like Deadline and Backburner.

What is Chaos Phoenix?

Chaos Phoenix offers a variety of capabilities for simulating complex natural and dynamic phenomena. This tool seems to be particularly versatile, as it can be used for both relatively simple effects with fast presets and more complex, highly customizable simulations. It provides artists and animators with control over the behavior and characteristics of these effects, allowing for the creation of realistic and visually stunning scenes in various 3D applications like 3DS Max.

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