

Kesäseikkailut kutsuvat! Kirmaamme kesälaitumilla ajalla 5 - 14.7. sekä 17 - 31.7.24!
Viimeisin kampanjatieotteemme on ilmestynyt 20.5.24, kts tarkemmat tiedot **KAMPANJA-linkistä!**

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TUOTERYHMÄT

HAE

-- Valitse --



Muokkaa evästevalintoja

KIRJAUDU

OSTOSKORI

PÄÄVALIKKO

ETUSIVU
 YRITYSTIEDOT
 TUOTEPERHEET
 TUOTERYHMÄT
 SUPERHAKU
 LISENSIT
 KAMPANJA
 UUTUUDET
 SUPERTARJOUKSET
 SOFTABASAARI
 SOFTAINFOA
 Softauutiset.
 Käytetyt lyhenteeet.
 Tuote-esittelyjä.
 Juridiikka.
 Tietoturvaongelmien
 ratkaisuja.
 Ohjelmistovalmistajien
 tukea.
 Käyttäjäfoorumeja.
 Hyödyllisiä
 apuohjelmia.
 Softademo-linkkejä.
 Lehdistölinkkejä.
 Lehdistötiedotteita.
 Seminaarikutsuja.
 Asennusapua
 Kaikenkattavat IT-
 palvelut
 Muuta mielenkiintoista.
 Vendors only!.
 Omat kotisivut
 TILAUSOHJEET
 POSTITUSLISTA
 REKISTERÖINTI
 PIKAHINNASTO
 TARJOUSPYyntö
 PALAUTE
 ATK-KIRJAT
 ATK-LEHDET

**luotettava
 kumppani**

Chaos Group Corona 10 Solo



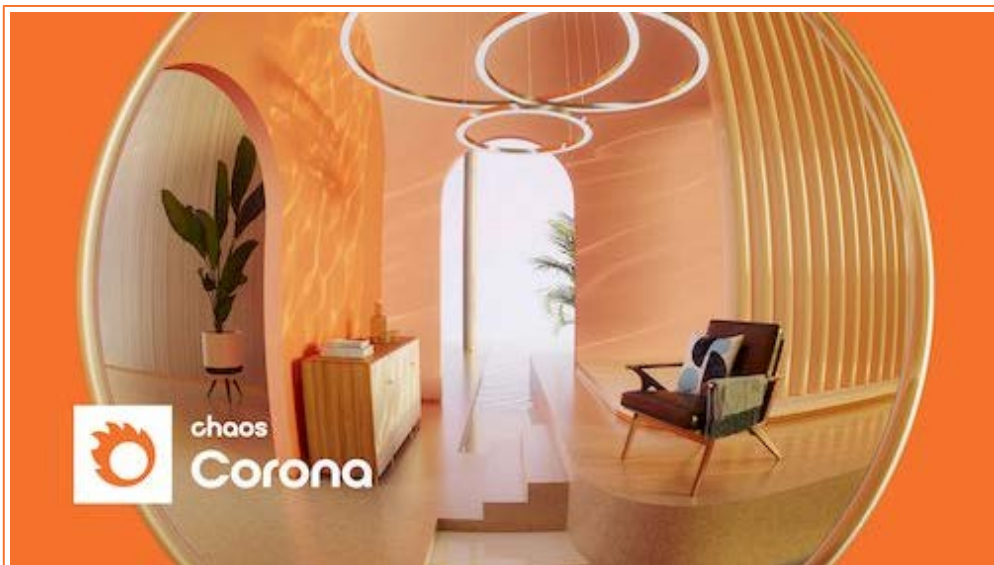
Create your world.



**chaos
 Corona**

Chaos Group provides innovative rendering solutions for the media, entertainment, and design industries. For over a decade our flagship rendering software, V-Ray®, has set the standard for speed, quality, reliability and ease of use, and it has become the rendering engine of choice for renowned international studios. We proudly support the 3D community through our suite of software solutions: V-Ray® for Autodesk® 3ds Max®, V-Ray® for Autodesk® Maya®, V-Ray® for Autodesk® Softimage®, V-Ray® for Rhino®, V-Ray® for SketchUp®, Phoenix FD™ Autodesk® 3ds Max®, Phoenix FD™ for Autodesk® Maya®, and Pdplayer™.

Chaos Group was founded in 1997 in Bulgaria and has grown from a team of two to a team of more than 100 people located in our offices in Europe, USA, Japan and Korea. Apart from our growing team, we also take pride in our solid network of resellers and distributors who provide professional services and timely support to our clients worldwide.



Please notice!

Our 3+ Campaign for V-Ray & Corona is officially live.

Starting today, until March 29, 2024, customers get option for purchasing new annual commercial Corona (Solo and Premium) and V-Ray® (Solo, Premium, and Enterprise) licenses with an additional three months at no extra cost.



This campaign is not applicable to renewals and annual licenses for educational products. Terms & Conditions apply.

This means that CHAOS now offers promo with 3 extra months for purchase of NEW licenses of V-Ray & Corona. Prices remain the same, only expiration will be set to 15 months.

Chaos Corona 10 released for 3ds Max and Cinema 4D

We are happy to announce that Corona 10 is out now for both 3ds Max and Cinema 4D, focusing on helping you achieve the results you need with more control and less effort.

Try Corona 10

New features include

- **Easily add cracks, dirt, stickers, etching, embossing, and more** thanks to individual control over the material channels (Diffuse, Displacement, Metalness, etc.) affected by a Corona Decal.
- **Fly cameras through smoke and clouds, or have them half-submerged in water** with accurate rendering from Cameras inside volumetric materials such as those from Phoenix simulations.
- **Brighter, more accurate Caustics** when rendering to large resolutions.
- **Greatly improved highlight blurring** when using Depth of Field.
- **Easily find and adjust scatters, lights, proxies, displacement, and cameras** using the new Listers.
- **Apply the same Triplanar, Color Correction, or Mapping Randomizer to multiple maps at once** with new multi input and output options. No longer will you have to edit multiple nodes or spend time setting up control nodes to keep different maps in sync.

Chaos Corona features

Chaos Corona delivers high quality, physically-based shading in production rendering.

Overview

This page highlights Corona's key features. All features are tightly integrated into Autodesk 3ds Max and Maxon Cinema 4D. If you are already familiar with Corona, then check out the 'what's new' link below for a summary of the new things you can achieve with the latest release.

Ease of use

Usability is our most powerful feature. Render setup is really as simple as pressing "Render". Most new users learn Corona in just one day — and fall in love with it in two.

Rendering

Chaos Corona delivers predictable, reliable, and physically plausible results with no compromises in quality. Realistic lighting and materials, including caustics, are yours right out of the box. Our Forum and Gallery section provide great examples of this.

User spotlight

Watch the 2023 showreel from London-based, industry-leading rendering agency Recent Spaces.

Powerful workflow tools

The output quality and speed are not the only things that make a great renderer. That is why Corona comes with many "little" workflow tweaks that will make your life much easier.

Render-ready content

Time is money, so you need to create your scenes quickly and easily. Corona comes with a substantial collection of premade content - from models and assets, to skies and materials - which will help you build your world in record-quick time.

Materials

Our design goal for Corona materials is to make them physically based, yet intuitive, flexible, and easy to set up.

Lights

The whole process of creating lights is designed to give artists complete control over their scene, while being fast and intuitive...

Speed & interactivity

A usable renderer must always deliver final results as fast as possible and react to the user's actions in a split second. And that is what we are always looking for.

Affordability

As a relatively young company we have the luxury of being able to do things differently right from the start. We have taken a different approach not only in development but also when creating our pricing options.

Flexibility

We understand how important it is to be able to "bend" physical laws to deliver the results your clients expect. So Corona supports numerous reality hacks which allow you to get exactly the effect you desire.

Ecosystem

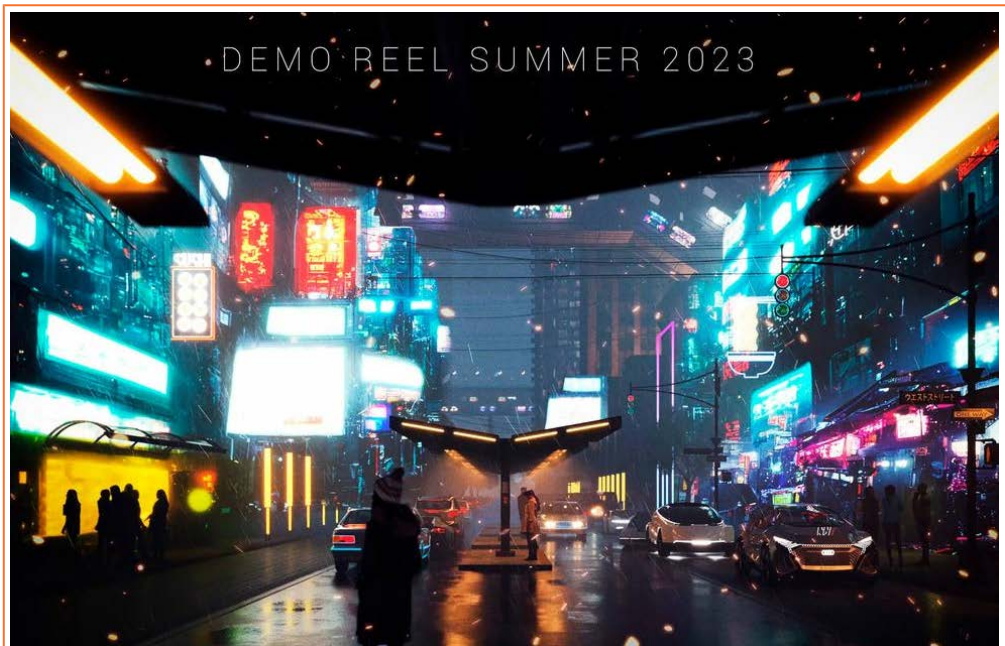
Welcome to the Chaos family! As a Corona user, you are backed by the Oscar and Emmy award-winning brand, and you can expand your capabilities with essential tools, guaranteed to integrate smoothly with your favorite render engine...

Distributed rendering

Rendering with multiple computers at once is essential for any real production. Corona facilitates this in multiple ways – for example it has its own distributed rendering system, and it is compatible with the Backburner and Thinkbox's Deadline render farm management systems.

Proudly CPU based

Chaos Corona does not need any special hardware to run. It uses the CPU and you can run it on any processor from Intel or AMD released in the past decade.







Softa SuperStore Finland Oy helps you with software matters in Helsinki, Espoo, Tampere, Vantaa, Oulu, Turku, Jyväskylä, Lahti, Kuopio, Pori, Kouvola, Suomi, Finland



chaos
Corona

Chaos Group Corona 10 Solo - 1 tuotetta

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TUOTENIMIKE

HINTA (alv0%)

Chaos Corona Solo, NEW license for 12 months

377,00 € **OSTA** **i**



KESKITETYSTI



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