Chaos Scans

Physically accurate scanned materials.

What is Chaos Scans

Chaos Scans is a combination of a hardware-based scanning system and a software-based rendering plugin that work together to provide realistic materials out-of-the-box without the need to set up complex material networks, load texture maps, or tweak shader settings. This enables a high level of accuracy for visualizing real-world materials.

The process begins with a scan of an existing real-world object surface. Scans uses BTF (bidirectional texture functions) instead of BRDF approximations (such as Phong, Blinn, Ward, etc) to capture the true surface appearance, texture data, and unique response to light of the scanned surface.

All this information is then stored in our special Scans material format. This scanned material is then loaded into the scene using the Scans plugin and is ready for rendering through V-Ray and Corona without much (if any) additional tweaking required to match the original scanned material's surface.

Installation & Licensing	Key Features
FAQ's	Plug-in Parameters
Sample scenes	VRScans Library