

PRESS RELEASE

Chaos Group Releases New Version of its Grid-Based Simulator Phoenix FD 2.0

Phoenix FD 2.0 introduces liquids and foam, a splash simulator, a new particle shader, and enhanced GPU performance.

Sofia, Bulgaria, 21 November 2011 – Chaos Group, a leader in the development of advanced software solutions for the computer graphics industry, released a new version of its grid-based simulator Phoenix FD. Phoenix FD 2.0 provides exceptional flexibility and speed while offering exciting new features.

“Phoenix 2.0’s adaptive grid technology, multi-threaded displacement algorithm, and GPU-accelerated preview, make it an outstanding solution for fluid simulations,” said Ivaylo Katev, Lead Developer of Phoenix FD.

Some key new features include:

SIMULATION OF FOAM AND SPLASHES

With a new and improved core, Phoenix FD 2.0 is capable of generating particles for foam and splash simulations. This extraordinary new technology increases the realism of liquid simulations.

FOAM AND SPLASHES PARTICLE SHADER

Phoenix FD 2.0 comes with a new particle shader, allowing users full control when creating foam and splashes.

GPU PREVIEW IMPROVEMENTS

Phoenix FD 2.0 includes an enhanced GPU preview, supporting diffuse color shading and lighting directly in the viewport. GPU-based renderings can be saved automatically as PNG files, allowing the user to preview simulations without the need to re-render on the CPU.

Detailed information and a full feature list can be found [here](#).

“Chaos Group is excited to announce the release of Phoenix 2.0, and in Q1 of 2012 we are set to release a new version of V-Ray for Rhino and V-Ray for Softimage. It is our mission at Chaos Group to provide a complete set of rendering solutions and continue to meet the CG industry’s increasing demand for speed and innovation,” said Chaos Group’s CEO Peter Mitev.

About Chaos Group

Chaos Group is a leading provider of state of the art 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 work closely with our customers from around the world to ensure we’re creating the best tools for their workflow. Inspired by their imaginative creations, we passionately pursue advances in rendering technology and continue to improve the software needed to communicate their vision.

We proudly support the 3D community through our suite of innovative software solutions: V-Ray® for Autodesk® 3ds Max®, V-Ray® for Autodesk® Maya®, V-Ray for Rhino®, V-Ray for SketchUp®, Phoenix FD and Pdplayer.

Follow us on:



Further Information: Angelina Penkova
PR Expert, Chaos Group
pr@chaosgroup.com