

PRESS RELEASE

Chaos Group announces the official release of Phoenix Fluid Dynamics

The grid based simulator for fire, smoke and haze is already on the market

Sofia, August 17, 2010 - The latest product developed by [Chaos Group](http://www.chaosgroup.com) - the fluid dynamics plug-in for 3ds Max [Phoenix FD](#) is officially released and available since the beginning of August 2010.

[Phoenix FD](#) is in a promotional period until 10th of September with a promotion price of €350/\$445/£295. The official product price is €695/\$895/£575. Phoenix FD allows fluids simulation, stored in a finely subdivided 3D box, or grid, where each cell contains the fluid's properties at that location. These properties include temperature, mass and velocity. During the simulation Phoenix FD transfers cell contents from cell to cell according to velocity over time, and also changes the properties in the cells according to physical rules. The resulting simulation is then used for rendering. The software perfectly combines a grid based simulator with outstanding rendering capabilities. In addition to the usual uniform fluid behavior, Phoenix FD is capable of simulating a whole array of additional processes like pressure decay, thermal radiation cooling and mass-temperature dependence.

The product comes with a number of new features like fast physically based simulation core, background simulation, wind from movement, fluid source from pre-simulated surface, particle based sources, GPU accelerated preview, texture driven simulation, displacement, rendering of textures and many others. More could be seen at the [Phoenix FD product overview](#) made by Torgeir Holm, Creative Director 3D and VFX + Partner/Owner at Netron 2.0 AS and Editor at VRay.info. He made simulations showing some of the best features in the product package.

About Chaos Group

Chaos Group is a global leader in creating rendering solutions for the Architectural, VFX and Film, Media and Entertainment, and the Automotive and Product Design industries. Through a worldwide network of more than 120 distributors and resellers the company delivers the market leading V-Ray rendering engine and continues to build upon its success by continuously surprising the 3D community with new, innovative and trendsetting rendering technologies.

Chaos Group was founded in 1997 with the establishment of a production studio for 3D design and animation services. The company quickly recognized the related software development opportunity and oriented resources towards the provision of rendering solutions for production studios. The first product release began in 1998 with Phoenix, launched at the end of 1999. After beginning the creation of the renowned V-Ray rendering engine in early 2000, and upon its release in March 2002, the company dedicated its efforts to the rendering niche and pursued the development and global distribution of its rendering solutions for the 3D visualization industry.

Further information:

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