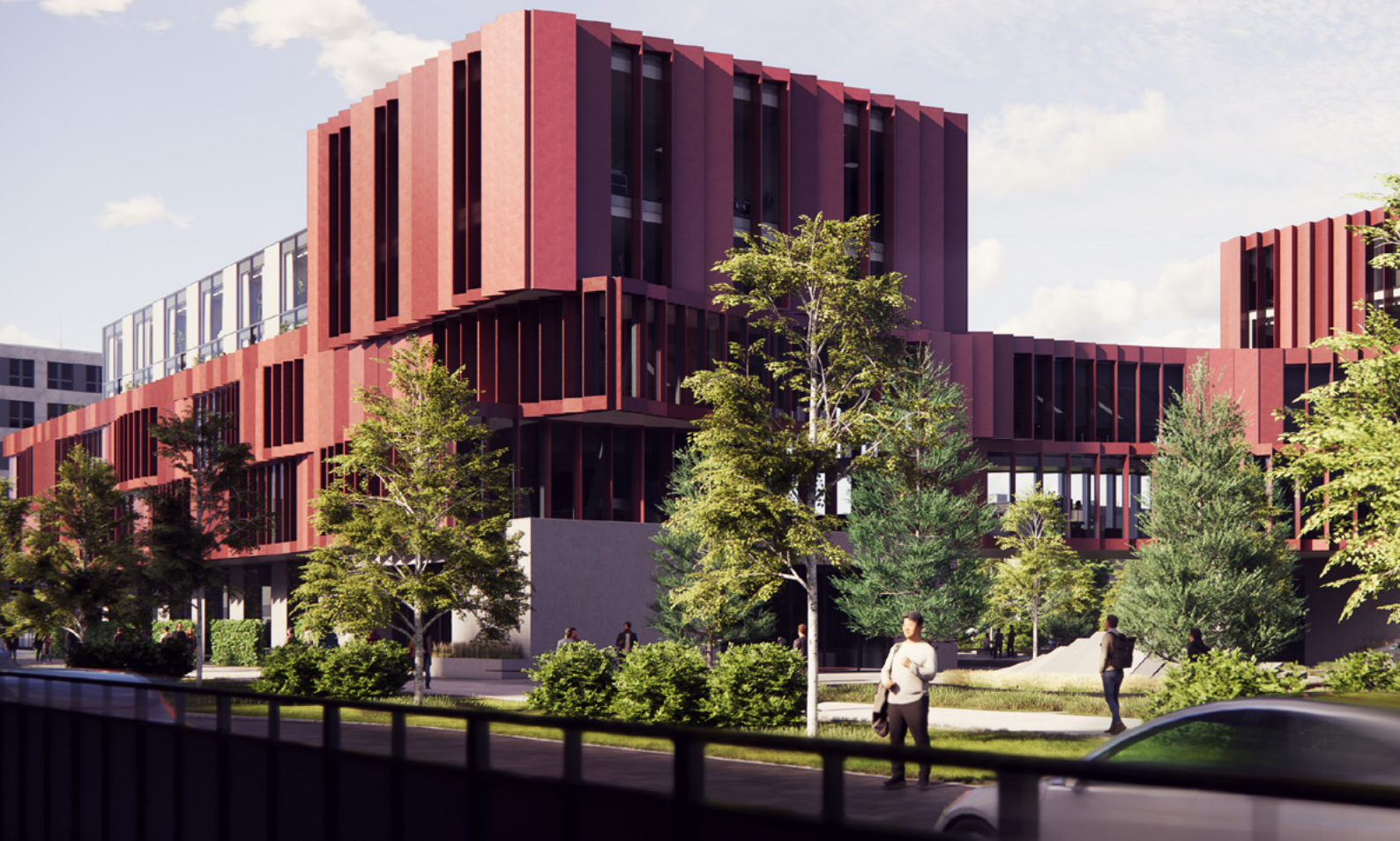


chaos



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Enscape

# Chaos Enscape 4.0

What's new

March 2024



### Introduction:

Enscape 4.0—our latest version developed to create a unified experience across platforms. macOS users can now work with the ease and speed of a complete design and visualization workflow, just like their Windows counterparts.

This new version signifies the foundation for the future. It unveils an overhauled codebase with improved infrastructure and technical foundation to increase stability and performance. It strengthens the interoperability between products within the Chaos ecosystem and enables us to develop both operating systems in unison.

### Key Features:

Enscape feature highlights are listed [here](#). Enscape 4.0 brings the following new functionality updates:

### Enscape for Mac platform alignment:

Our new multi-platform solution marks a significant milestone in providing an unparalleled Enscape experience for Mac users. Now, users on macOS can seamlessly enjoy the same robust features that Windows users have long celebrated.

### The macOS features added specifically for this release include:

- Adjustable assets
- Dynamic asset placement
- Custom Asset Library
- Custom Asset Editor
- Site context
- BIM data
- Collaborative Annotations

### Features for both macOS and Windows:

**Enhanced vegetation and people assets:** Elevate your designs with over 170 new vegetation assets and over 30 diverse people assets.

**NVIDIA Denoiser for capture exports:** Experience smoother, cleaner visuals with Enscape's cutting-edge denoising solution, powered by NVIDIA ReLAX technology.

**V-Ray scene export update:** Transfer geometry, 3D assets, lights, materials, and camera position via the .vrscene exporter

**Sleeker UI design:** Enjoy an enhanced user experience with blue shades and stylish icons for better readability and visual clarity.

**Support for Rhino 8.3:** Use Enscape 4.0 with the latest version of Rhino and work seamlessly within your preferred environment.

### Features for Windows:

**New VR headset support:** Experience smoother performance, faster load times, and crisper details in VR with the Meta Quest 3 and HTC Vive Pro 2 headsets.

**Revit Worksharing Optimization:** Collaborate more efficiently in shared projects in Revit

**Ray-traced artificial lights (Beta):** See enhanced artificial lighting accuracy with our revolutionary ray-traced artificial lights, ensuring sharp and precise shadow edges, even in scenes illuminated by small light sources.

**Improved reflections & global illumination:** Enjoy superior rendering quality and accuracy in captures with hardware ray tracing and our latest optimizations to ray trace complex projects harnessing the complete GPU's memory.

**Official support for Intel ARC series GPUs:** Receive assistance, troubleshooting, and compatibility assurance for Intel ARC series GPUs through our dedicated customer support system.

**Note:** Due to platform limitations, some features will be available only on Windows.

- Apple doesn't support hardware ray-tracing GPU.
- Revit does not have a native macOS version.



Create your world.