



Falk Boje and David Wortley from ILM, who delivered a talk on the technical and aesthetic challenges of creating worlds with V-Ray

Chaos Group unleashes Total Chaos in Bulgaria

3D artists, designers and developers from throughout the industry convene in Sofia, Bulgaria for Chaos Group's latest Total Chaos conference

Hundreds of artists and industry insiders gathered in Sofia, Bulgaria from 16 to 18 May for Total Chaos 2019. Across the weekend Chaos Group hosted a whole host of inspiring talks, practical workshops and certification opportunities for attendees. "We wanted Total Chaos 2019 to build on the success of 2018," says Lon Grohs, Chaos Group's global head of creative. "More speakers, from a more diverse range of industries and backgrounds, were invited to present and share. It's become a community event where you can learn, get inspired and forge a path for the future."

The event launched with a keynote that saw the creators of V-Ray and Corona discuss their commitment to researching and innovating within the community, as well as plans to introduce V-Ray to a diverse range of creative industries. Chaos Group's

cofounder and CEO, Peter Mitev looked back across the last 12 months. Corona's research and development partner, Jaroslav Křivánek, announced Chaos Research, a new laboratory that aims to combine resources and experiment with new rendering technologies.

Founding partner and main developer of Corona,

Ondřej Karlík, took to the stage to celebrate the rendering software's tenth birthday with a rundown of some new features. Finally, Chaos Group cofounder and CTO, Vlado Koylazov, took the audience through some of the exciting new features planned for V-Ray Next and officially launched V-Ray for Houdini. He was joined on stage by Phil Miller, Chaos Group's VP of product management, to treat the audience to a preview of V-Ray's new real-time iteration, Project Lavina.

After the keynote presentation a variety of different talks followed, spread out across an art track, code

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Lon Grohs,
Head of creative at Chaos Group



Sonja Christoph discussing her exciting career path from assistant director to generalist and then environment artist

track and craft track. The art track kicked off by presenting audiences with an arch viz and interior design masterclass workshop, courtesy of Gregory Rogers, WeWork's head of visualisation, and Kengo Kuma And Associates's Tomohiro Matsunaga. The pair revealed how they utilise V-Ray in their workflows when creating world-class visuals.

Veteran environment artist Sonja Christoph followed up with a rousing talk that looked back across her work in the film industry and revealed some of her recent environment work for game studio Massive Entertainment, which recently launched *Tom Clancy's The Division 2* for Ubisoft.

Later that day, photorealistic character connoisseur Ian Spriggs revealed his latest work and delved into the techniques that created it. Spriggs presented alongside Victor Hugo who discussed his approach to heavily stylised and charming characters. Meanwhile Scott Eaton shared his extensive knowledge of anatomy and revealed how he's applying it to the world of AI.

Elsewhere, Total Chaos presented show attendees with 12 unique masterclasses, all delivered by industry professionals at the top of their fields. Track one saw a wealth of design knowledge from the likes of McNeel Europe, Rhino, Zaha Hadid Design and Wild Design Studio. FX masterclasses came courtesy of IDEA Academy cofounder and ex-Pixar art director Anthony Christov, and Victor Hugo.

Factory Fifteen got the third track started by teaching the secrets behind its 360-degree Nissan experience. WeWork and ERA Urban Planning Architecture also broke down some of their work for eager learners, meanwhile Karim Moussa closed the workshops out by sharing an insightful behind-the-scenes process of his latest short film, *Twosret*.



Ingenuity Studios VFX supervisor Grant Miller treating the audience to a host of handy V-Ray for Houdini tips



Total Chaos returned to Sofia Tech Park for its 2019 event. The venue was created especially as a platform for science and technology gatherings

The Hub / COMMUNITY NEWS

Total Chaos' second day fully embraced the diverse world of 3D art, with a total of 34 talks taking place across four stages. Things kicked off with a guide to creating the ideal work building, courtesy of Gensler's codirector of visualisation platforms, Scott de Woody. Architectural visualisation firm KPF demonstrated how they use tools such as V-Ray for Unreal and Project Lavina, whilst Zaha Hadid Architects and Factory Fifteen showcased their own advances in VR.

Madrid-based creative collective The Beauty And The Bit showed off its cinematic short film, *Landmark*. The in-house, noncommercial project was intended to bring a filmic, cinematic quality to the world of arch viz. Art director Victor Bonafonte Morales then outlined the behind the scenes processes that brought the film to life.

There was plenty of VFX innovation on display, too, as the creative director of Ingenuity Studios, Grant Miller, talked the audience through the studio's use of Houdini when working on mass crowds and zombie hordes. David Wortley and Falk Boje from ILM discussed the ways in

“Groundbreaking technology, new workflows, creative ideas, and incredibly talented speakers. All in one beautiful city”

Lee Carlton,
CG supervisor at Method Studios

which V-Ray for 3ds Max allows them to create extravagant environments for a host of blockbuster films, from *Black Panther* to *Star Wars*.

Yavor Yakovliev, technical art director for Ubisoft Sofia, broke down the studio's procedural approach to recreating Ancient Egypt for *Assassin's Creed Origins*. Meanwhile, Slashcube presented a deep dive into Moon Village. The short film, developed alongside the European Space Agency and the Massachusetts Institute Of Technology, utilised Corona and Cinema 4D to push the boundaries of architectural design and visualise a human colony on the moon.

Next, Alex Coulombe of Agile Lens explored the ways in which VR is changing the architecture game in an entertaining and thought-provoking talk. Closing out the day's talks was two VFX titans, firstly Digital Domain delivered a breakdown of its digital human work, with particular attention paid to creation of the Avengers' nemesis Thanos.

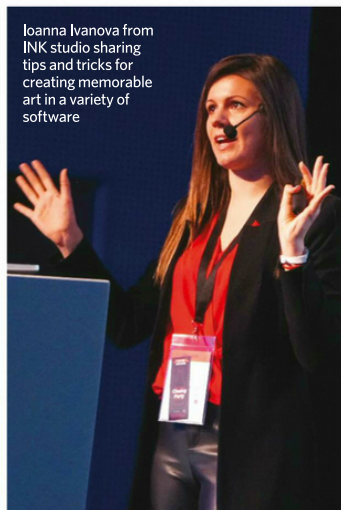
Then Method Studios discussed the unique proposition of working with digital children, as CG supervisor Lee Carlton discussed the challenges of 3D scanning a toddler for a commercial project. “Total Chaos 2019: Groundbreaking technology, new workflows, creative ideas, and incredibly talented and brilliant speakers,” Carlton tells *3D Artist*. “All in one beautiful city. An experience not to be missed.”



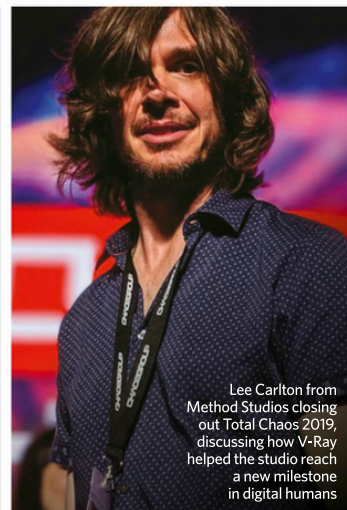
Total Chaos 2019's opening keynote touched on research, community and technological advances



Character artists Victor Hugo, Chris Nichols and Ian Spriggs embracing the community spirit during their talk



Ioanna Ivanova from INK studio sharing tips and tricks for creating memorable art in a variety of software



Lee Carlton from Method Studios closing out Total Chaos 2019, discussing how V-Ray helped the studio reach a new milestone in digital humans

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