Chaos Veras 4.0 is now powered by Nano Banana, delivering higher architectural fidelity and enabling new AI workflows

New Engine Powered by Google's Nano Banana Reduces Artifacts, Improves Accuracy and Introduces New Ways for Architects and Designers to Explore Ideas

KARLSRUHE, Germany — February 10, 2026 — Chaos today announces Veras 4.0, with a new AI rendering engine powered by Google's advanced image-generation model, Nano Banana Pro. Designed to deliver higher fidelity, fewer visual errors, and more reliable design output, the new engine significantly improves how Veras understands geometry, lighting, and materials. It results in cleaner, more consistent images that stay true to the designer's intent.

New Workflows Enabled by Higher Fidelity

The Nano Banana–powered engine also unlocks new workflows that were not previously possible in Veras, from turning 2D plans, drawings or even hand-sketched images into 3D scenes, to creating interiors from mood boards, and producing multi-angle perspectives that retain correct geometry.

Designers can add entourage or furniture with a single prompt, or make changes such as "change the chair color" without selecting objects individually. These capabilities remove many of the manual steps that once slowed early-stage design exploration.

Better results, faster

These updates help architects and designers work faster, test ideas earlier, and iterate with greater confidence. Veras 4.0 also gives designers stronger control over prompts. Instead of treating prompts as loose suggestions, the new engine interprets them as clear instructions, producing outputs that more closely follow the intended style, material changes, or environmental adjustments.

"When AI renders drift from the design, they create rework, lost time, and awkward moments in client reviews," said Bill Allen, Director Product Management, Chaos. "Veras 4.0 directly addresses this by keeping the AI aligned with the designer's vision, rather than inventing its own version of the project. With greater control, designers can trust Veras to reflect their intent while exploring concepts quickly and confidently."

Veras 4.0 is built for architectural or interior designers who need fast, design-faithful visuals directly from SketchUp, Revit or Rhino, without needing to be rendering experts. It introduces practical improvements, like **Image Reference as Input,** allowing designers to guide new outputs using an existing image instead of relying on text, and **Gallery Mode**, a grid-based, thumbnail view of all past renders, which makes it easier to compare variations over time. Twelve new Video Presets have also been added, giving designers ready-to-use settings for animation. They make it easy to produce smooth, photorealistic motion with balanced lighting and a consistent, cinematic style, while reducing setup time.

With this update, Veras becomes more predictable and versatile, providing a more stable foundation for daily design work.

For more information, please visit [Chaos](#).

Pricing and Availability

Veras 4.0 is available now as a standalone product, with both annual and monthly subscriptions. It is also available within the Enscape Premium and ArchDesign Collection suites. Educational pricing is also available. More information on licensing and product options can be found on the [Chaos website](#).

About Chaos

Founded in 1997, Chaos provides world-class visualisation and design solutions that empower creative minds to bring ideas to life.

The company serves multiple industries, including architecture and design, media and entertainment, and product e-commerce, providing an ecosystem of accessible tools that support every stage of the design and creation process. Its innovative solutions help architects, designers, VFX artists/animators, and other creative professionals share ideas, optimize workflows and create immersive experiences.

Headquartered in Karlsruhe, Germany, Chaos has offices in 11 cities worldwide. For more information, visit [chaos.com](#).