

3.50.00

Date – February 28, 2017

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New Features

- Online Licensing
- Support for Projection Occlusion
- Implement Material Presets
- Add Adaptive Lights option to V-RayRenderer
- Support for Nuke 10.5
- Add Anti-Aliasing Filters to V-RayRenderer
- Add Denoiser Render element
- Streamline V-RayMtlBlend
- System unit metric user selection
- Support for V-RayFalloff texture
- Support for V-RayPlane
- Support for TriPlanar Texture
- Add V-RayVolumeGrid node
- Support for V-RayDenoiser
- Implement V-RaySpotlight
- Add V-RayClipper node
- V-Ray Denoiser for Nuke
- Support for Light Cache

Improvements

- Improved Deep Rendering
- Simplify V-RaySamplerInfo
- Add Glossy Fresnel option to V-RayMTL
- Cache Render elements with a single render
- Support Deep volumetrics rendering
- Improve texture tiling strategy
- Change the output of utility passes to XYZ
- Add texture input for Anisotropy Rotation of V-RayMtl
- V-RayRenderMask node supports by **Objects** render mask mode using Geo input
- Add shadowRadius parameter to V-RaySpotLight UI
- Export ZDepth render element as the native Nuke channel **depth**

Bug Fixes

- Object ID Render Element is not rendering
- Deep output render is offset when using overscan
- Closing V-RayMtlSSS resets changed settings
- V-RayCamera causes Nuke to constantly re-evaluate the DAG tree in a specific scene setup
- Overscan region is not rendered but extended with the edge pixel
- Nuke hangs during scene export with Alembic camera set as axis input for V-RayCamera
- Translator won't find the path to V-Ray Standalone by default
- Velocity RE breaks the render with Motion Blur off
- Render Elements aren't named correctly when rendering in Standalone
- Common texture used by multiple UV tiles does not workV-RayMtlSSS Presets do not update the associated color knobs
- Exception when connecting Renderer's Camera input to Light
- Allow negative colors to be used with TexBitmap
- FrameHold doesn't affect Render Camera
- Animated SphereLight won't export correctly in .vrscene
- V-Ray Physical camera Vertical lens shift parameter doesn't work
- V-Ray ignores Preserve Bounding Box of Reformat Node
- V-Ray won't respect frame holds on Projection Animated Cameras
- V-RayEnvFog is not working with V-RaySunSky
- Crash with SamplerInfo and ExtraTex