

3.03.00

Official release

Date – Mar. 9, 2017

New Features

PhoenixFD

- Online Licensing support

Rendering

- Pure Ocean mode that allows to render and preview the ocean or cap mesh without a cache file for each frame

Modified Features

Simulation

- Optimized Body Force for scenes with multiple moving force geometries

Rendering

- Modulate the Particle Texture Blend Radius by particle age
- Abort rendering with Defscaonline when a fire/smoke or particle pre-process is canceled
- Option to disable the "Optimizing Volumetrics" rendering pre-pass

I/O

- Optimized cache loading times for caches with many particles

Submitter

- Ability to override the simulation or render output directory of submitted simulations to Backburner

Bug Fixes

PhoenixFD

- Displacement Volume FadeOut preview won't update after geometry change
- Crash when plugging PhoenixGridTex for Smoke Opacity of the same simulator
- Can't add emitter objects to a copied Liquid Source

Simulation

- Can't use Clear Inside to delete wetmap particles
- Mist birth from fast moving splash would produce very fast mist jets
- Mist particles cannot be born when the Splash Amount is zero
- Crash with Liquid Resimulation and Adaptive grid expanding in a negative direction along an axis
- User properties that don't end with a newline are not appended to correctly by Phoenix
- Crash when simulating with a simulator and source having the same name
- Multiple Body forces with moving objects take very long to simulate each frame
- Foam appears on the positive simulator borders during liquid resimulation with a moving container
- Mixing colored liquids with high RGB diffusion draws the colors towards the negative axis directions
- RGB channel mixing transfers colors across solid walls
- Moving non-solid bodies create velocities in liquid simulations

Rendering

- Flickering ocean surface seen in reflections with a moving camera
- Changing options of the Foam texture does not update in renders until the Ocean texture or the frame is changed
- Particles in Point Mode are rendered black with V-Ray Adaptive Lights
- Can't render with Thinkbox Krakatoa when a particle system has 0 particles
- Can't use Thinkbox Stoke MX's Field Texmap to control the smoke opacity channel
- Rendering an ocean with a hidden Particle Shader would reset the Ocean Subdivs to 0 after rendering
- Rendering artifacts in Splash or Bubble mode when looking straight along the X, Y or Z axis
- Crash when the Particle Shader's Count Multiplier is very high

Submitter

- Backburner simulation submission does not work with Backburner 2015 and below