

3.0 Release Candidate

Date – August 26, 2014

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New Features

V-Ray RT CPU

- Added support for ray tracing with Embree

Modified Features

- Added the V-Ray version string to the .vrscene file
- Added a -displayOCIO command-line option and VRAY_VFB_OCIO environment variable to turn on the OCIO color correction in the VFB
- Added support for the Maya's FilePathEditor with the V-RayMesh
- Save the log file from vray(.exe) started as server in a file in the temp folder
- Abort rendering on missing asset now works also with missing GI caches
- Improved UI when working with sets in V-RayToon, V-RayDirt, V-RayDistance, etc
- Added V-Ray shelf with most things from the Create -> V-Ray menu
- Print information about the number of lights in the scene to the V-Ray log
- More efficient calculation of the AA mask for the progressive rendering
- Reduced memory usage with many rectangle lights using the same texture
- Ability to add the "Skip render" attribute to V-RayObjectProperties node
- Adjust the OpenSubdiv attribute names to be different than the standard V-Ray ones
- Always clear the frame buffer between frames when the render mask is enabled
- Added ability to write multi-part OpenEXR images
- Updated the OpenEXR library to 2.2.0
- Added popup menu for the "Post translate python script" in the Render Settings

VFB

- Made the buttons for saving an image into a drop-down with three buttons
- Display color corrections (sRGB, LUT etc) are now applied when writing to 8-bit color formats (PNG, JPG etc);
- Ability to select the render camera by right-clicking in the VFB window

GLSL

- New built-in functions: sinh, cosh, tanh, frexp, lit, fresnel

V-RayVolumeGrid

- New render controls that allow proper rendering of FumeFX imported files

V-RayMtl

- Added GGX reflection brdf

V-RayCarPaintMtl and V-RayFlakesMtl

- Added reflection depth limit

XGen

- Added ability to animate the color of XGen archives through expressions

V-Ray RT GPU

- Take into account the AA filter settings as much as possible

ply2vrmesh

- added an option to merge two or more .vrmesh files into one

vrimg2exr

- The -info option now prints a message if the file is partially written
- Added -multiPart option to that produces an OpenEXR 2 file with each render element in its own "part"

Bug Fixes

- Transferring assets does not transfer vrssmap files
- EXR textures are always loaded as 32-bit floating point
- Low precision of 32-bit tiled EXR
- Slow rendering of subdivision surfaces in certain cases
- Difference in interpretation of alpha when using files without alpha channel
- Connecting an image into RectLight's alpha is not working
- Moving a layered texture slot connected to V-RayPluginNodeTex crashed Maya
- Maya crashed if a scene was loaded while V-Ray was still rendering
- Fixed slower rendering when using Maya's Render View compared to using the VFB
- Progressive sampling + DR + "Don't render final image" did not finish rendering
- V-Ray materials did not respect the display/render layers for the lights in Viewport 2.0
- When "Use irradiance map option" of a diffuse material was turned off, Maya crashes
- V-Ray crashed when the "Flake map size" option for the FlakesMtl or CarPaintMtl was too large
- Fixed various issues with V-RayMtl on back-facing surfaces
- V-RayCarPaintMtl and V-RayFlakesMtl with flake glossiness 1.0 resulted in invalid colors
- V-RayUserColor didn't work with V-RayLightMesh and V-RayLightMtl material with "direct illumination" enabled
- Exporter's memory was not deallocated with hair and "Use camera path"
- "Use camera path" produced wrong result when used with "Camera and Aim" after beta 3
- The dome camera didn't work with FOV bigger than 165 degrees
- Fixed crash with spherical harmonics GI
- Fixed wrong rendering with multiple V-RaySoftbox textures on the same scene
- Fixed crash with renderable curves
- Fixed incorrect filter file names for V-Ray nodes in the various dialog boxes
- Don't hide the RenderView when pressing the Stop button in the VFB and "Hide Render View" option is disabled
- The Pause IPR button of the Render View was not working
- The default VFB stamp font was too small on OSX
- When proxy Alembic offset was on, animated proxies wouldn't render correctly
- Fixed crashes with Embree in specific scene
- The V-RaySun went wild if moved along the object axis
- Save and load dialogs didn't remember their last used paths
- Undo didn't work for changing the material connection to V-RayMeshMtl

V-Ray RT

- Fixed slowdown with render elements when working in the viewport
- Fixed random crashes when rendering motion blurred meshes with changing number of vertices
- The RT server didn't start automatically on Fedora 20
- The RT ignored V-RayProxy animation when the timeline was scrubbed
- Hiding V-RayMetaballs node stopped the RT
- Fixed crash if RT is frequently restarted

V-Ray RT CUDA

- Fixed wrong V-RayDirt in V-RayExtraTex RE
- Fixed crash with dome lights
- Some render elements caused data shift in the wrong channel
- The "Invert normals" option of V-RayDirt had no effect on backside polygons
- Maya Noise texture was broken with beta 3
- Error API 700 with specific scene

VFB

- Random crashes on Linux with the VFB history
- Odd files in the history were saved when the save button was pressed a few times fast
- .vrimg files without saved preview in history folder did not reflect srgb on/off state
- Fixed the stand-alone VFB support on 64-bit Mac OS X
- Fixed render region shift when another scene is opened
- The VFB window was missing after you dock the panel and then reset the layout

V-RayVolumeGrid

- Disabling the diffuse color renders black smoke
- The bounding box is not visible in Viewport 2.0
- Slow rendering with glossy reflections
- Failure to load the cache file when using relative paths

XGen

- Some V-RayObjectProperties were not working with xgen archives

Distributed Rendering

- 2.4 to 3.x DR-settings translation caused wrong ports for rendering

V-RayToon

- Fixed random crashes when rendering with "World Units"
- Rendering with "World Units" produced random artifacts
- Line width of 0.0 produced random artifacts

ply2vrmesh

- Fixed conversion hang with high poly count object
- obj converted to vrmesh produced corrupt mesh in Maya when "Show whole mesh" or "Create a mesh from this proxy" were used

img2tiledexr

- img2tiledexr and vrimg2exr don't start in GUI mode on OSX