

V-Ray Next, Hotfix 1

Official release

Date - Apr. 23, 2019

Build number - [4.00.02](#)

Installation & Licensing

- The Chaos Group License Server is updated to version 5.2.2
- The installer now properly sets and displays a primary remote server IP address and port number - 127.0.0.1:30304

Workflow Improvements

- The entire asset management system is optimized and made more reliable. This affects asset creation, renaming, deletion, referencing, etc. The optimizations are most obvious in heavy scenes with big number of assets and complex shading networks
- Render element assets are no longer deleted when the category is active and the Purge function is used. Use the multi-selection functionality to quickly delete a batch of elements
- The Z Depth render element 'Depth from Camera' parameter is removed
- The viewport display of various reflective V-Ray materials is improved. High fresnel IOR values in V-Ray now result in metallic materials in the viewport. Additionally, the reflection amount of all V-Ray shaders is also more accurately represented

Other Changes & Bug Fixes

- Saving and loading projects no longer resets the Color Space of all textures to the default sRGB option. Using the File Path Editor no longer changes the color space either
- The asset preview render process can now be restarted if it stops responding. Make sure to stop and restart the interactive preview (using its toolbar stop/start button) in the unlikely event this happens
- The fresnel opacity of newly created Reflection material layers is now correctly displayed in the asset preview swatch
- Invalid material or texture references can now be successfully cleared from the context menu of the slots they occupy
- An issue with Water texture used in a bump slot is resolved. Negative texture values are now properly handled
- All V-Ray taskbar processes are grouped and displayed under the Rhinoceros Windows taskbar icon. This applies to the Asset Editor and the V-Ray Frame Buffer window
- VRscan materials now display additional Texture Placement parameters in their Asset Editor properties panel. Use them to manipulate the size, scale and rotation of the material pattern
- The way VFB Color Corrections are saved within Rhino projects is updated and made more reliable
- Clearing the viewport texture of a V-Ray material now reliably updates the viewport material display
- A number of issues related to loading scenes with corrupted V-Ray data are resolved
- A number of issues related to copy and pasting objects between projects are resolved
- A number of issues related to deleting objects are resolved
- Overriding proxy meshes now correctly updates the materials associated with the resulting reference
- Worksession files are correctly rendered in the current project. Note that the WIP worksession rendering workflow will be improved in the future
- Resolved an issue caused by exiting Rhino while the GPU device list has been requested but not yet acquired
- Physical Camera vignetting is by default disabled in V-Ray for Grasshopper Camera component
- Changing Rhino texture mapping during Interactive Rendering no longer produces an incorrect result
- The VRaySetMtlID command now functions correctly. The V-Ray tools 'Randomize Material ID Colors' and 'Set Material ID Colors to Black' can now be successfully applied
- The Z Depth render element tooltips are fixed
- All Smoke texture parameters are now properly named
- The migration (gamma management) of render elements from scenes saved with V-Ray 3 is improved