

Project Lavina Beta, v0.4.1

Beta Release

Date - July 10, 2020

Fixes

Camera

- Physical camera parameters not syncing when switching camera slots
- Physical camera parameters scaling erroneously when loading from vrdx file

Animation Editor

- Physical cameras not interpolating correctly in animation editor when using FoV
- 'Aperture size' interpolation in animation editor

Denoiser

- Denoiser issue when using more than one GPU