

3.60.05

Official Release

Date – February 27, 2019

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Modified Features

V-Ray GPU

- Optimized V-Ray GPU default settings for faster rendering

V-Ray

- Better resource management for tiled textures

Texture Baking

- Added shoot rays from camera option to per-object bake options

Bug Fixes

V-Ray

- Fixed redundant license requests from the same machine/port overloading the license server
- Fixed hair strands losing detail in specific cases
- Fixed normals render element in mattes
- Fixed assets with UNC paths not transferring to Linux with DR
- Fixed lens effects when VFB is disabled in standalone with -vfb=0
- Fixed anisotropic UV coordinates with place2dTexture
- Fixed vrayInfo/renderTime EXR attribute

V-Ray GPU

- Fixed transparency output of the file texture node

VRayProxy

- Fixed proxies failing to render with Maya 2018.4
- Fixed slow proxy loading after version 3.52.03
- Fixed crash in VRayProxy preview for proxies with null or invalid voxels
- Fixed preview override with different mesh

VFB

- Fixed crash with lense effects in IPR

VRayMeshLight

- Fixed crash moving VRayProxy as a mesh light with primary visibility disabled

MaterialSelect

- Fixed VRayAlSurface and other materials not working when in MaterialSelect's Materials set

VRayVolumeGrid

- Fixed loading of new Phoenix caches

XGen

- Fixed crash when widths are missing
- Fixed XGen not rendering single frames without exported patches for batch rendering

VRayLightSelect

- Fixed matte objects in VRayLightSelect