

3.0

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New Features

Probabilistic Light Sampling

Modified Features

V-Ray

- Improved the render speed when not using any render elements
- Improved the Render Settings DR dialog
- Made V-Ray compatible with Maya's filePathEditor. This change requires not using the '%' symbol in file names any more
- Made DR asset transfer to work also with osl and simbioint files
- Made it possible to set zero or negative Dynamic Memory limit, in order to specify the amount of memory V-Ray should not use
- Added vector and transform attributes for automatically created shading nodes through desc.txt file
- Improved the anaglyph stereoscopic preview to reduce retinal rivalry
- Added a warning if the license is going to expire soon

V-Ray RT

- Implemented more efficient calculation of the AA mask for the progressive render

VFB

- Added ability to dock/lock History window

GGX brdf

- Unify the look of the brdf in Maya and 3ds Max
- The glossiness was rescaled for better control similar to the other brdfs
- Added a parameter for controlling the tail size of the highlight
- Added Viewport 2.0 support
- Support exporting to vrmf

VRayUserColor

- Make it possible to read named UVW channels and color sets

VRayVolumeGrid

- Reduced the memory usage with motion blur

VRayDomeLight

- Added an option to not affect the alpha

VRayToon

- Line width can now be animated

Maya Fluids

- Added support for mappable Input Bias for the Color, Incandescence and Opacity

VRaySimbioint

- Now registered as a node only on Windows, since it's not supported on Linux/OSX

V-RayMesh

- Removed the parameter "Don't set normals" from the AE for Maya>=2013. It was fixing an issue with older Maya versions
- Create proxy now exports UV map to the proxy preview mesh

Bug Fixes

- Fixed the UI of Spherical Harmonics GI to not flood the script editor with messages
- Fixed a rare crash when computing mip-map levels for non-square texture
- Fixed non-tiled bitmaps to not take more RAM than they actually need
- Fixed V-Ray standalone to not always auto-save images in the history
- Fixed a crash when overloading a material with the same one (from the V-Ray material override attributes)
- Fixed incorrect rendering of volumetrics with are lights
- Fixed a crash when image sampler max. subdivs are zero
- Fixed a bug with the render region when RT is running in the viewport
- GLSL shader parameters were not updated when rendering animation
- PTex baking wasn't working properly in animation
- PTex baking was producing images with wrong normals when looking from particular angles
- Image sequence was broken with PTex textures
- PTex textures were not automatically connecting a frame expression to the image sequence
- PTex baking was starting to render, even if there is no image file name specified
- V-Ray was still trying to render when local machine and all hosts are disabled for DR
- Nurbs were crashing if V-Ray fails to evaluate them
- NURBS didn't support changing the number of CVs in animation
- Particle were crashing with the mountain lion OSX build
- Particles were crashing when using the Sprite render type with motion blur
- GI post-processing settings were applied even with disabled GI
- V-Ray for Maya was producing incompatible irradiance maps in animation mode, which can't be used with the stand-alone/DR
- V-RayLightDome was not rendered when "Auto Render Clip Plane" for the camera is off
- Opening V-RayFastSSS2 map now excludes the frame number in the file name, since it's automatically appended by V-Ray
- V-RayMesh: alembic meshes exported from RealFlow didn't read velocity data when imported as proxy
- V-RayMesh: V-RayVertexColors was not able to find the correct color set when using separate files for every frame
- V-RayMesh: fixed a crash with show whole mesh with specific hair alembic file
- Fixed a freeze if a bitmap file name contains '<' and '>' right next to each other by mistake
- VFB: Render view region was not rendered in the VFB
- Fixed incorrect depth of deep images rendered with camera motion blur

V-Ray RT

- Fixed showing of already unloaded proxies
- Connecting material to the V-RayMeshMaterial slot was replacing materials for non proxy objects
- Fixed a crash when changing the environment color of a camera with image plane
- Fixed an issue with the sub-pixel mapping option

V-Ray RT GPU

- Objects with primary visibility off were also not visible in the reflections
- The Ramp texture was not working with OpenCL
- Properly support the samplerInfo flipped normal mode
- Fixed the uvCoord output of the samplerInfo texture
- Fixed a crash with proxies without vertex normals
- Fixed a crash when moving the time slider on a scene with velocity RE and motion blur turned off

V-Ray RT Viewport

- Fixed various random crashes