

1.0.481

Beta release

Date – April 13, 2016

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New Features

Distributed Rendering

- Standalone DR Node Launcher implemented
- Node Discovery improved with automatic discovery on a network

History

- Render History window implemented

Render

- Procedural Textures from Revit Support (Partial Support)
- Displacement implemented for V-Ray Materials

V-Ray RT / GPU

- RT GPU supported on CUDA devices (Support for Open CL devices pending)

Platform

- Revit Kepler (2017) Beta Version Support

UI

- RT Settings Window implemented in Global Settings

Improved Features

Installer

- Multiple install options and silent install capabilities
- Color Scheme updated

Render

- Cameras now respect Crop Regions
- Hosek Sky Model implemented
- Modified settings to optimize quality and rendering speeds
- Processor usage when Idling substantially reduced
- Memory usage greatly reduced when not using Distributed Rendering
- Debug Logging speed improved and more filtering options added

Distributed Rendering

- Node Discovery improved with automatic discovery on a network

UI

- Material Browser: Improved Filtering
- Material Browser: UI Improvements
- Probabilistic Lights value is now percentage based
- Global Settings Window shows the current version number

- Debug Log tab under settings changed to add a few more options
- Frame Buffer no longer destroyed between renders
- When changing a resolution value V-Ray will automatically use that resolution type
- Frame buffer reskinned to dark version

Licensing

- Updated to new build of License Server for better stability

Removed Features

Render

- Material ID Channel removed until it can be reworked in V-Ray Core

UI

- Removed "Save to project" dialogue at the end of the render and added auto save path under settings

Bug Fixes

Camera

- VR Camera (12:1) and Stereoscopic rendering modes fixed
- Prevent the user from rendering VR modes while in Isometric views

Distributed Rendering

- Irradiance Map now looks correct
- Transfers all objects to remote machines
- Disabled DR when no nodes are selected

Export

- Scene now packs all materials and textures with it

Render

- Fixed artifacts encountered when importing geometry
- <By Category> objects will respect Global Material Overrides
- Section Boxes respect instanced geometry when using the V-Ray Clipper
- Unicode Characters in material names no longer break the render
- Texture Offsets fixed
- Infinite Ground Plane respects Global Material Overrides

V-Ray RT / GPU

- Fixed pathing issues with the GPU libraries for RT rendering

Materials

- Fixed issues with Linked file materials

UI

- Fixed settings import when using UNC paths
- Default Sun Size is now 2
- Improved grammar and wording on some controls