3.40.01 to 3.40.03

Build 3.40.03

Official release

Date – August 30, 2016

Download – Build 3.40.03

Modified Features

VRayVolumeGrid

- Added channel data interval information to the cache info
- Create default lights for the GPU preview if there are none
- Rename "Analytic" scattering to "Approximate"

Bug Fixes

V-Ray

- 3ds Max was crashing when switching focus to it with a radio button active
- Fixed rendering slowdown on the main machine with DR since 3.40.01
- Enabled back running on Windows XP
- It was possible to add empty servers addresses for DR

V-Ray RT

- Color mapping "Affect background" was not exported
- Crash with Ornatrix hairs placed on top of VRayDisplacementMod
- Region rendering with DR was very slow during ActiveShade

V-Ray RT GPU

- Enabled back VRayTriplanarTex for bump, since 3.40.01
- Misplaced bump map with UDIM tiling
- VRayBumpMtl was not working with VRayEdgesTex when the base material also has bump

VRayColor2Bump

- Bump effect was offset

VRayProxy

- Preview meshes were not loading when opening scenes with XRef scenes in them

VRayVolumeGrid

- Crash when deleting a light that is excluded in the GPU preview list
- Crash when loading a cache while RT is running
- Krakatoa and Stoke MX were using the same frame from the velocity field of imported caches
- Using Self-illumination, results were different according to number of rendering cores

Build 3.40.02

Official release

Date – June 14, 2016

Download – Build 3.40.02

Modified Features

VRayDenoiser

- Prevent the Denoiser Render Elements from saving as separate files

VRayOSLMtl / VRayOSLTex

- Speed up texture sampling

vdenoise.exe

- Add "-abortOnOpenCLError" to stop hardware accelerated denoising on errors
- Add "-frames" option that allows to specify the frames to process
- Add "-verboseLevel" option

Bug Fixes

V-Ray

- Materials with self-illumination enabled render incorrectly when light cache is secondary GI engine
- Fixed problems with light cache "Store direct light" when using IR+LC after V-Ray 3.40.01

V-Ray RT

- "Elements active" option in Render Elements tab is not working

V-Ray RT GPU

- Fireflies appear on scene with VRayFastSSS2
- Highlight glossiness still renders when Trace reflections option is disabled

VFB

- Clicking on the white area of the scroll bar in the color corrections window scrolls by just one pixel
- Image messes up when scrolling in the window
- Toolbar icons are not stretched over the entire buttons when screen dpi is changed

VRayDenoiser

- Denoising artifact appears on images with fireflies
- Hardware accelerated denoiser messes up the progress bar during progressive rendering
- Returns black result on some computers when hardware accelerated

VRayHDRI

- Lag when switching between Shaded and Wireframe viewport modes

VRayGLSLMtl / VRayGLSLTex

- The __color keyword is not respected
- Bool uniforms with initializers get random values

VRayOSLMtl / VRayOSLTex

- Empty texmap inputs lead to input parameters after them to be skipped

VRayStereoscopic

- Fixed artifacts in the render

VRayTriplanarTex

- Crash when connected to a bump slot and has VRayNormalMap

vdenoise.exe

- Doesn't work with network paths for input files

Build 3.40.01

Official release

Date – May 31, 2016

Download –

New Features

V-Ray

- Add support for 3ds Max 2017 including support for Physical Material, support for MultiTile in V-Ray RT, support for ColorMap in V-Ray RT, initial HiDPI scaling support within VFB
- Enable GI by default
- Add another deep output fragment merge mode, "None", where fragments are not merged at all
- Add "layers" type to override material exclude list
- Add refraction filter bake element
- Lower tessellation rate for out-of-view hair and displaced/subdivided geometry to save RAM in heavy scenes
- Move the VRayHDRI's Tiled textures options from the material editor's interface to the V-Ray's Settings tab
- Print a warning if "Show GI only" is enabled

VRayDenoiser

- Implement a new render element that contains a denoised version of the image:
    - The Denoiser can take advantage of hardware acceleration
    - The denoised result can be adjusted after a render is complete
    - The denoised result is updated periodically during progressive rendering
    - The render elements required by the denoiser are automatically added

vdenoise.exe

- A new command-line tool for denoising still images and animations with frame blending

V-Ray RT GPU

- Add support for Orthographic camera
- Add support for bump with procedural Noise texmap
- Print the memory usage in the VFB statistics

VFB

- Add option to enable auto-saving to history if the render completed normally (i.e. is not aborted)
- Add option to keep the VFB history folder relative to the current project path

VRayAerialPerspective

- Add "filter color" parameter

VRayIES

- Add an option to select luminous intensity in candelas (cd)

VRayInstancer

- Add option to override the node properties of the source objects

VRayStochasticFlakesMtl

- Add textured flakes support

VRayStereoscopic

- Add support for vertical placement of the left/right views in addition to side-by-side

VRayTriplanarTex

- Add random modes: "By particle ID"/"By instance ID" support

VRayVolumeGrid

- Implemented ability to pop out and enlarge the render diagrams
- Implemented different interpolation types per point in the render diagrams
- Implement motion blur clipping by the Cutter geometry for non-Mesh modes

.vrscene exporter

- Show progress bar instead of "not responding" during export to .vrscene

V-Ray scene converter

- Convert rectangle/sphere/disc photometric lights without web profile to the corresponding V-Ray lights

V-Ray Installer

- Attempt to uninstall previous installation without registry record
- Installation options can be set from the command-line

ply2vrmesh

- Store the textures names used by OBJ files into user attributes

vrayspawner.exe

- Make it possible to run V-Ray from a remote location

Modified Features

V-Ray

- Faster rendering with the light cache
- Blend the "Fixed" and "Adaptive" sampler UI into a "Bucket" image sampler
- Enable support for processor groups and more than 64 CPU cores by default
- Rename "Color threshold" to "Noise threshold" in the Adaptive image sampler
- Add texmap shortcut buttons next to colors for plugins with automatically generated UI
- Add UI mode views switching for the Image Sampler rollout
- Make the DR settings window with persistent size
- Remove the "Adaptive subdivision" sampler from the UI
- Slow rendering of objects visible behind multiple panes of glass
- The log messages window text and background match the 3ds Max color scheme

VRayLight

- Streamline the UI rollouts
- When assigning a new VRayHDRI or a Bitmap texture through the UI, automatically browse for a file and set the mapping to spherical environment

V-Ray RT

- Add information about the current noise threshold to the render statistics
- Enable region changes without restarting the render in RT
- Enabled by default the rendering of Proxies, X-ref, Particle systems, Displacement and Motion Blur
- Make override material independent for production and ActiveShade renderers
- Optimize export of scenes with many instanced geometries with many faces

V-Ray RT GPU

- Add "bias" spinners support for VRayDirt
- Improvement automatic texture resizing, leading to reduced memory usage and better quality
- Optimized rendering of VRayBlendMaterial
- Speed up loading of resized textures to the GPU
- Warn the user if all the GPUs they have are used for rendering

VFB

- Added a button to open the V-Ray messages window
- Show warning when images cannot be saved in the history
- The MaxScript command "vfbcontrol #clearimage" should not trigger confirmation dialog

VRayDisplacementMod

- Automatically calculate the "precision" parameter for 2d displacement mode
- Enable the "static geometry" option by default

VRayExposureControl

- Bring back for 3ds Max 2016 and newer

VRayFur

- Faster hair strands generation

VRayHDRI

- Implement drag and drop of texture files from Windows Explorer to the file edit field

VRayMtl

- Improved GGX/GTR sampling to reduce fireflies
- The "Anisotropy" spinner has a lower step

VRayProxy

- Optimize rendering using cached voxels

VRayStochasticFlakesMtl

- Improved importance sampling algorithm, removed the "texture subdivs" parameter
- Treat "num flakes" as square root of the number of flakes

VRaySun/VRaySky

- Add "blend angle" and "horizon offset" options to the user interface

VRayVolumeGrid

- Add option for changing the mesh preview color

V-Ray scene converter

- Convert the 3ds Max Normal Bump map to VRayNormalMap

Bug Fixes

V-Ray

- 3ds Max freezes when exporting a .vrmesh file with the lock selection toggle enabled
- Artifacts in objects outline upon saving to *.hdr file when image filter is set to VRaySincFilter
- Crash upon rendering VRayIES lights
- Crash when rendering an object with changing topology and VRaySamplerInfo render element with Forward/Backward occlusion type
- Noisier results with "Clamp output" and "Sub-pixel mapping" enabled
- Double stamp is printed when saving through 3ds Max output
- Fixed artifacts with NormalMap
- Freeze after rendering with displacement
- Misspelled additional parameters in some materials and textures
- NaN pixels when rendering matte geometry with Hair and Fur
- RAW image output file extension is not memorized between sessions
- Scenes with more than 64 render elements crash
- The %numpasses and %numsubdivs keywords are written as 0 in multichannel OpenEXR files
- The items from the viewport quad menus are not restored from the "V-Ray menu registration" button

V-Ray RT

- Crash when adjusting a NoiseMap attached to V-Ray OSL shader
- Crash when switching between CUDA or OpenCL and VRAY_OPENCL_PLATFORMS_x64 is not set
- Crash with VRayDistanceTex and FFD modifier
- Displacement map is not working when the host material is used as base in VRayBumpMtl
- Machine with disabled "Use local host" option DR takes render node license
- Matte rendering is not working with Forest Pro objects
- Moving a light during ActiveShade causes two light re-exports
- Override material is not working on Forest Pro and Rail Clone geometry
- Render to texture saves black image when set as production renderer
- VRayFur's "Placement" options are not working
- When rendering Active Shade with Render Mask selected - changes to selection are not updated

V-Ray RT CPU

- Crash when trying to select objects in the 3ds Max ActiveShade frame buffer
- Crash when rendering with motion blur, Particle Flow and Multi/Sub-Object material
- Crash with rendering out-of-process and render region
- Textures in VRayMtl's Self-Illumination slot are clamped (0-1)
- VRayNormalMap plugged into the texmap slot of VRayDisplacementMod is not considered

V-Ray RT GPU

- Crash with multiple UV sets on dynamic geometry
- Different VRaySky horizon compared to V-Ray RT CPU
- Fixed memory leak and crashes with displacement, subdivision and VRayProxy
- Fixed loading Light Cache from file depending on the current frame
- Fixed wrong bump mapping with VRayColor2Bump
- Fixed high memory usage with proxies, hair, particles, displacement and subdivision in animation
- Size and offset of "Use real-world scale" are not working when the mapping is "Planar from World XYZ"
- Motion-blurred hair with light cache is rendered very slow
- MultiTexture and VRayMultiSubTex can work as input to other textures
- VRayMultiSubTex is not modified when processed through another texmap
- Wrong shading for the Light Cache with displacement, subdivision and VRayProxy

V-Ray Standalone

- Projector textures in direct lights do not render properly

VFB

- Crash with auto-save to the history after Render To Texture
- Saving an image to the history from V-Ray RT does not save the scene file name
- Saving image results in broken filename when not ASCII
- Window position is saved when cloning the renderer

VRayBlendMtl

- SSS/Skin sub-materials cause difference in final result between active/inactive Render Elements

VRayBumpMtl

- Limited actions (drag/cut/copy/paste) on base material slot

VRayClipper

- Black surface of the section of the clipped geometry with "Affect lights" disabled

VRayEdgesTex

- The "show subtriangles" option is not working

VRayFastSSS2

- Garbage data produced for normals with the VRaySamplerInfo render element
- Old scenes should be left in "Prepass-based illumination map" mode
- The "Save/Load flythrough map" prepass modes are missing from the user interface

VRayFur

- 3ds Max crashes when the value for per area or per face is set too high on very large geometry
- Tiling occurs with Curl options

VRayHDRI

- Artifacts (splotches) when hdri image is set in the 3ds max environment slot
- Viewport preview is very slow with large bitmaps

VRayInstancer

- Incorrect velocity information is generated

VRayLight

- Open EXR file renders black when used for IBL
- "Store With Irradiance Map" does not work well with Use Local Subdivs off

VRayLightMtl

- Crash when rendering with Scanline or Raytrace texmap

VRayLightMeter

- Indirect illumination is wrongly evaluated

VRayMtl

- Animated diffuse color is not updated in the viewport
- Crash when changing to Scanline renderer if opacity map is set and material editor is open
- Difference in bump map rendering with older versions
- Diffuse texture is not working with Particle Flow operator "Position Object/ Density by Material /grayscale"

MultiMatteElement

- Settings rollout name is wrong

VRayOSLMtl / VRayOSLTex

- Tweak dropdown controls forget their position when switching between different textures

VRayProxy

- MaxScript objects return "Object" class name instead of "VRayProxy"
- Wrong Alembic particle/hair width

VRayScatterVolumeMtl / VRayHairMtl

- Texmap slots are not updated on map change with Slate Material Editor

VRayStereoscopic

- Crash with high resolution renderings when autosave is enabled

VRayStochasticFlakesMtl

- Not appearing in the VRayMtlSelect render element

VRayVolumeGrid

- Fixed black dot artifacts when rendering using "Volumetric Heat Haze" mode
- Frame blending does not work properly with adaptive grid
- Imported VDB files have wrong orientation in V-Ray RT
- The viewport GPU preview disappears when changing frames with a single cache
- Mesh preview crashes on 3ds max 2016 and newer with Nitrous DX9
- Multi Matte Element is not filled in "Volumetric Geometry" mode
- VDB levelset caches render with inverted normals and winding

.vrscene exporter

- VRayProxy with displacement modifier is exported as static mesh

V-Ray Light Lister

- Handling invalid nodes

V-Ray Quick settings

- Rollouts disappear when loading custom preset

ply2vrmesh

- Is swapping the MtlIDs