V·ray For 3ds Max

BUILDS 3.00.07 / 3.00.06

FEATURES AND IMPROVEMENTS

ARTWORK BY TONI BRATINCEVIC

V-Ray for 3ds Max
Build 3.00.07

BUG FIXES

- V-Ray: "Direct visualization" of the caustics photon map now works properly with VRayEnvironmentFog
- V-Ray: Fixed issue with freezing at render start with memory frame buffer and very large resolutions
- VRayProxy: Fixed crash with Nitrous in 3ds Max 2015 with a scene created with an older version of V-Ray
- VRayStereoscopic: Fixed crash when outputting Deep EXR with "Previous render" set to anything but "Unchanged"

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NEW FEATURES

- Support for 3ds Max 2015
- Added VRayPointParticleMtl material for shading point particles from .vrmesh/Alembic files

MODIFIED FEATURES

- V-Ray: Added option to the .vrmesh exporter to automatically create a Multi/Sub-Object material when exporting multiple objects in a single file
- V-Ray RT CPU: Added lights include/exclude lists support
- V-Ray RT: Implemented showing Safe Frame when rendering in a viewport
- VRayProxy: Added option to render particles as points
- VRayProxy: Added option to enable/disable Alembic full names support in the visibility lists
- VRayProxy: Added support for hair and particles color channels from Alembic

CHAOSGROUP

- VRayProxy: Make the "Animation offset" parameter animatable
- VRayBump2Normal is now included in the V-Ray installation
- VFB: Added support for the "track mouse" option while rendering for progressive sampling and V-Ray RT
- VFB: The Lens Effects 3dsMax Effect plugin settings are now applied only when the 3ds Max rendered image window is used, as it clashes with the VFB Lens Effects settings
- VFB: Lens effects - the default glare type changed to "From render camera"
- VFB: When the "mono" button of the VFB is pressed, the computed intensity is now based on the selected R/G/B components only
- VRayVrmatMtl: Material exporter support for VrayBlendMtl
- VRayVrmatMtl: Material exporter support for Checker and Falloff textures

BUG FIXES

- Global subdivs multiplier is to go down to zero
- Hair&Fur/VRayOrnatrixMod/VRayHairFarmMod: Fixed assigned materials order when rendering with multiple hair nodes and having some of them hidden
- Fixed a MaxScript system exception error when cancelling the creation of a VRayLight from the V-Ray toolbar
- Fixed issues with VRayLights and FumeFX with illumination map
- Embree: Fixed a crash with XMesh and motion blur
- DR: Rendering in DR mode with "Use local host" unchecked demanded a render node license
- DR: The "Save hosts in scene" option was not always working correctly when rendering with DR through Backburner
- V-Ray: Prevent raw image output, when enabled but empty path is provided
- V-Ray: Reflection/Refraction trace sets' Clear button was cleaning both of the lists
- V-Ray: Reflection/Refraction trace sets are working in inclusive mode
- V-Ray RT: Progressive sampler settings is exported in .vrscene files
- V-Ray RT: VRayParticleTex is translated
- V-Ray RT: Region rendering with the V-Ray VFB works when using V-Ray RT as production renderer
- V-Ray RT: Fixed a crash when undoing delete of Forest Pro geometry while Active Shade rendering
- V-Ray RT: Fixed support of Material Frequency Particle Flow operator when rendering as production renderer
- V-Ray RT/GPU: Lens effects source channel is correct when re-rendering as production renderer
- VRayDisplacementMod: Fixed a very slow rendering when Noise texture with animated parameter was used

- VRayClipper: Fixed clipper's material channel ID appearance in MultiMatte render element
- VRayGLSLMtl/VRayGLSLTex: Fixed smoothstep output values outside the interpolation range
- VRayGLSLMtl/VRayGLSLTex: Newly opened shaders are added to the recent files history after clearing history
- VRayOSLMtl/VRayOSLTex: Newly opened shaders are added to the recent files history after clearing history
- VRayOSLTex: Fixed crash when assigned to dome VrayLight
- VRayProxy: Fixed crash with corrupt .vrmesh files with large number of voxels
- VRayProxy: Fixed wrong rendering of multiple instances with particles/hairs
- VRayProxy: Optimized loading of scene with many Alembic proxies
- VRayProxy: Optimized preview voxel loading routine
- VRayProxy: Skip proxy preview calculations if zero number of faces/hairs/particles is provided
- VRayPtex: Changing PTex cache size has effect on rendering, 100 MB was always used
- VRayPtex: Added an option for turning off anisotropic filtering for PTex textures
- VRayStereoscopic: Rendering shade map sequences could cause crashes
- VRayIES: Fixed crash after VRayIES light was created in 3D snap mode and 3ds Max was Reset
- VRayLight: Fixed "Lock to dome orientation" option to work for nested textures
- VFB: V-Ray writes .vrimg/.exr files if "Generate preview" is enabled, and "Memory frame buffer" is turned off
- VFB: The progressive sampler creates a raw .vrimg/.exr file
- VFB: The Lens Effects are applied to images loaded from the history
- VFB: The Lens Effects are stored in the output file
- VRayExtraTex: Cloning VRayExtraTex element clones the include/exclude list
- VRayGLSLMtl/VRayGLSLTex: Ensure all user defined global variables are initialized to zero
- VRayGLSLMtl/VRayGLSLTex: Shader source files are shown in the Asset Tracker
- VRayOSLMtl/VRayOSLTex: Shader source files are shown in the Asset Tracker
- vrimg2exr: Fixed batch conversion output names generation