

The logo for v-ray For Maya. It features a stylized blue sphere with an orange dot on top, followed by the text 'v-ray' in a large, light blue, lowercase font. To the right, 'For Maya' is written in a smaller, light blue, uppercase font. Below this, 'VERSION 2.40.2' is written in a small, white, uppercase font.

v-ray For
Maya
VERSION 2.40.2

FEATURES AND
IMPROVEMENTS



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V-Ray for Maya / **Build 2.40.2**

NEW FEATURES

- Support for **Maya 2015**

MODIFIED FEATURES

- Soft limits for the slider values for V-Ray Caustics

BUG FIXES

- Resolved issue: No refractions in alpha channel with glossy refraction
- Resolved issue: Crash in RT, when using dynamic geometry
- Resolved issue: Non running license server causes Maya crashes
- Resolved issue: Incorrect Maya fluids opacity when Transparency is set to black
- Resolved issue: VrayFur discrepancies Linux/Mac/Win
- Resolved issue: Render layers are not exported properly when the word "layer" is used somewhere in the path

- Resolved issue: Crash when duplicating some V-Ray nodes with duplicate input connections
- Resolved issue: V-Ray lights with black color and lumens units produce invalid colors
- Resolved issue: Crash with PSD file node
- Resolved issue: Crash when rendering vrscene with SSS
- Resolved issue: Overbright or invalid color error when using Fly-through mode
- Resolved issue: vrlservice/OSX - crashes when trying to stop; error -100 when exporting a .wbc file; register V-Ray license service fail
- Resolved issue: Grouped camera doesn't work in Batch Render
- Resolved issue: Animated temperature attribute in the V-Ray lights doesn't render correctly
- Resolved issue: Instancer is not rendered correctly in Maya Batch with Distributed rendering