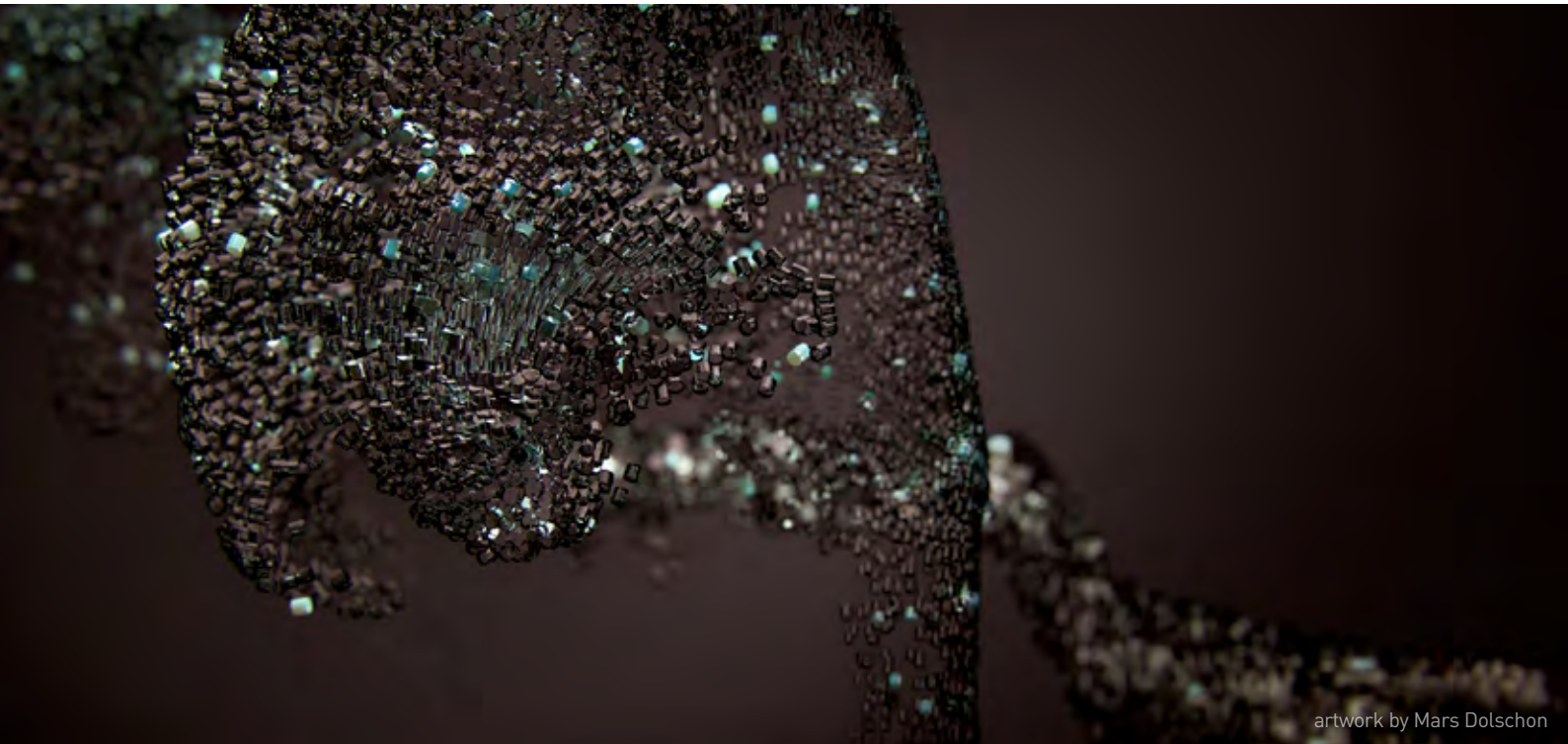




v-ray For
Softimage
VERSION 3.0

FEATURES AND
IMPROVEMENTS



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V-Ray for Softimage / Version 3.0

NEW FEATURES

- New Progressive Production Renderer for interactive and production rendering
- New V-RaySkinMtl with layered reflections and artist-friendly controls
- Render Mask to specify render regions using an object selection or object IDs
- Deep Image support including OpenEXR 2.0 output
- Support for Texture Baking in SI
- Added UV remap options to V-RaySymbiont material
- Added support for emFluid 5
- "Light Select" render element is added
- Support for V-RaySymbiontMtl
- Added Clamp max ray intensity
- Added "TIFF" in output file format settings
- Support for Slide_Projector node
- Added UI in the DR PPG for enable/disable local machine to participate in rendering session.
- "Use camera path" option works in Current Frame/Preview render mode
- Added all the UV subdivision options that we have in Maya
- Implemented script commands for V-Ray Proxy
- Option to apply a bumpmap to the SSS shader
- Support for the soft raytraced shadows parameters of spot/point/infinite lights

MODIFIED FEATURES

- The default output format is settable through the preferences
- Added an option to include (or not) the object transform when exporting it as proxy
- Listboxes in V-Ray shaders (Toon, Dirt, Environment fog)

BUG FIXES

- RawBitmap textures are no longer exported multiple times for each object
- Export is no longer slow for animated objects
- Bump factor is now applied correctly on normal maps
- Animated objects exported to separate .vrmesh files are now rendered
- Multimatte render element now works with V-Ray bumped materials
- Fixed issue with ICE instances with motion blur fading away when increasing MB geometry samples
- Fixed issue with wrong projection on dome light textures
- Texture Gradient repeats is now supported
- Fixed issue with bump and normal maps being inverted
- V-RayDirt shader's Include lists (of objects) now update correctly
- DR dialog/property is no longer cumbersome to use.
- The Antialiasing Filter comment is fixed

- Fixed issue with textures being reexported for each path of the shader graph
- Shape instance times should be rounded
- Materials and UVs are now exported to vrmesh
- Vertex colors are no longer displayed wrong in animation
- Fixed issue with darker buckets from the render slave when Lens effects are used.
- Fixed issue with image difference between renders with V-Ray Standalone
- Objects from reference list parameters are now recognized when nested under models
- Velocity render channel is now working
- Fixed crash when an object is a mesh light and an environment gizmo at the same time
- PTex filename now works with tokens
- Zero-sized output file creation is fixed when file path/name contains spaces
- Fixed issue with Velocity Render Element containing objects with Primary Visibility OFF
- Fixed issue with V-Ray not respecting visibility override on hidden polygons
- Fixed issue with Render elements not respecting MtlRenderStat's "Camera visibility" when it's disabled
- ICE vertex colors are available through ICE attribute shader
- Fixed issue with instanced particles visible in velocity channel although they are set to invisible

