RenderMan for Houdini 22.7

Welcome to RenderMan for Houdini 22!

This release of RenderMan for Houdini 22 (RfH), includes a number of new features to address feedback as well as many improvements to RenderMan for Houdini workflow and performance.

> ⓘ
> - Rendering with RenderMan will not operate on Houdini Apprentice editions, see Side FX's website for options that allow Third Party Rendering
> - Houdini Indie is only compatible with 17.5, you must be using at least version 17.5.210 or higher

> ⊘ RfH supported platform for version 17.5 is now build 17.5.360 for 22.7+

What's New

- Allow a coordinate system with a Null node

Miscellaneous and Important Changes

- View RIB tools for debugging added

    - "View Selected RIB" menu tool only works in versions of Houdini 17.5.229 and later
- Added interactively edit hider:minsamples, hider:maxsamples, hider:minextrasamples, and Ri:PixelVariance
- Support added for vector3, vector4, matrix4x4 parameter tags
- We now disable checkpointing when IPR rendering
- Added correct pixel filter settings globally

Fixes

- A bug that prevented the use of DWAa and DWAb EXR compression has been addressed
- Fix extraneous warnings created when rendering motion blur on alembic geometry imported into Houdini
- Bug fix pxrshadowsamplefilter Shader Type = output
- Fixed a bug on Linux where Houdini could crash if rendering to 'it' after having rendered in the Render View
- Fixed a bug that did not unhide geometry when subnet became visible
- Mesh light bug fixes including issues with referenced geometry
- Fix sun direction manipulator to prevent invalid directions
- Allow/Fix point, vector, matrix, normal osl parameters to render correctly
- Correctly reverse NURBS orientation
- First iteration now obeys crop window settings
- A bug that caused imported envmaps from the preset browser to fail in Houdini has been addressed
- Fixed a texture manager failure

Known Issues

- Phantom objects are removed from all rays, not just camera rays
- Applying undo of deleted nodes or collapsing to subnet may not work as expected
- Interactive Render Regions may require adjustment to start rendering
- Rewiring subnet indirect inputs
- Auto camera creation for IPR
- RenderMan clipping planes
- If a light instance's master is disabled, the first render/update will still show the master

Known Limitations

- Tractor Integration
- Rendering with Mantra lights not possible
- Bypassing shader nodes
- Rendering with Houdini VOPs