

RenderMan for Blender 24.4

Release date: April 22, 2022

Welcome to RenderMan for Blender 24.4!

RenderMan for Blender 24.4 brings some new functionality to artists, as well as several bug fixes.

Blender Builds Supported



Blender 2.83LTS

Blender 2.93LTS

NOTE: Blender 3.0 and 3.1 is not officially supported.

Features:

- Live stats are now enabled by default in the preferences.
- Setting the environment variable, `RFB_BATCH_NO_PROGRESS`, will disable progress printing during batch rendering via Blender.

Bug Fixes:

- Fix issue with depth of field not matching between viewport renders and preview renders
- Fix issue where rotating dome lights would cause portal lights to rotate on the wrong axis.
- An issue where textures in the texture manager would fail when materials/nodes were renamed has been addressed.
- Fix issue where light filters were still being drawn in the viewport when they were deleted.
- Holdouts should now render correctly when doing viewport renders
- Lights are correctly hidden when the viewports overlays has been disabled
- Fix an issue with progress not displaying correctly when rendering to "it".