

# RenderMan for Maya 23.5

- 

Welcome to RenderMan for Maya 23.5!

New Features in 23.5

- Fixes
- Miscellaneous

Known Limitations

- [RenderMan for Maya](#)

## Welcome to RenderMan for Maya 23.5!

Please see the release notes below for all the new capabilities and known issues! You may also wish to visit the [migration page](#) for selected highlights.

## New Features in 23.5

- DisplayChannels now have a shadowthreshold parameter that can be tweaked to make missing shadows re-appear in shadow passes if they have been lost
- The OpenVDBVisualize node has been improved
  - Temporal Method Eulerian (the default) is a new and faster method
  - Shutter Offset controls the volume's motion blur offset. The range goes from 1.0 (the default: P -> P+vel) to -1.0 (P-vel -> P)
  - The OpenVDBVisualize node automatically scales the motion blur by the frame rate. This can be disabled on a per-node basis

### Fixes

- Scene translation time has been improved for scenes with many objects
- A bug that caused issues when referencing scenes that used XGen has been addressed
- A bug that caused importing an RfM preset into either RfHoudini or RfKatana has been fixed
- Fixed a crash that could occur when swatch rendering was enabled

### Miscellaneous

- Changed RfM to use the Normal crease method for subdivision surfaces by default. This may cause a noticeable difference to subdivs with creases. There is a new crease method setting among the subdiv controls to allow for switching between the Normal and Chaikin crease methods

You can find useful Doxygen developer documentation in the Developers' Guide under [RfM2](#)

## Known Limitations

### RenderMan for Maya

- Deselecting "Receive Shadows" does not work.
- Light Linking volumes is not currently supported
- Creating a mesh light from existing geometry during IPR will duplicate the geometry in-render. Restart the render to remove the duplicate.
- We do not support Camera-Facing Curves in Xgen
- Xgen will not reflect changes in the Collection
- Maya Fur Feedback is not supported