

RenderMan for Maya 21.6

Welcome to RenderMan for Maya (RfM) 21.6!

This release introduces improvements and some fixes to the previous release.

New Features

- Support added for Autodesk Maya 2018

Miscellaneous Changes

- Improved support for rendering alembic files in RfM, please see the documentation [here](#).
- Parameters of RenderMan nodes can now be dragged from the attribute editor to the Render Setup window.
- Increased opacity and texture cache sizes to 4 GB, previously were 1 GB and 2 GB respectively. This should better match modern machines.

Bug Fixes

- Maya projection nodes now render correctly when motion blurred.
- Light filters now render correctly when motion blurred.
- Loading an OSL file in PxrOSL would fail if the Node Editor or Hypershade hasn't been opened yet.
- A bug that caused a secondary pass to always revert to OpenEXR when DeepEXR was selected has been fixed.
- A bug that caused shading to be broken when rendering scenes with XGen and archives has been addressed.
- "Start Paused" and "Extra Job Options" were missing in batch preferences. They were still honored but only modifiable via scripting.

Known Limitations

RenderMan for Maya

- Modifying light visibility while in IPR mode does not change light visibility
- Maya fluids will currently only render if you add RenderMan volume controls. Select the fluid shape and in the AE, do Attributes->RenderMan->Add Volume Controls
- Creating a mesh light during IPR will retain the old geometry (non-mesh light). A refreshed IPR session will remove the old geometry.
- Prior versions of RenderMan for Maya are not compatible with RenderMan 21.0. Trying to load the version 20.0 plugin with RenderMan Pro Server 21 installed will cause the following warnings: "rfm Warning: skipping unknown Slim keyword: requires" when loaded. The 20.X plugin will not function correctly.
- Deselecting "Receive Shadows" does not work.