RenderMan 26.1

XPU

General

- The stability of adaptive rendering with the GPU on complicated scenes with string lookups has been improved. RMAN-22085

Texturing

- XPU now automatically adjusts the texture and ptexture reserved cache allocation size to be the minimum of the requested texture memory limit option, and the actual size needed to store all the highest mipmap level texture tiles in the scene. In cases where there are very few textures in the scene and the requested texture memory limit has been set very high, this can be a substantial memory reduction. (CONFIRM WITH JFONG THAT THIS HAS BEEN BACKPATCHED.)

Volumes

- XPU's performance on aggregate volumes when rendering with the GPU has been significantly improved. (CONFIRM WITH JFONG AND ETHANJ THAT THIS HAS BEEN BACKPATCHED. WE ALSO NEED TO TRACK THE RELEASE DATE FOR LEGAL PURPOSES.)

RIS

Volumes

- Added caching to OpenVDB, which improves memory and speed performance in cases where the same VDB grid is used many times. (XPU already has a memory-focused variant of this optimization.) RMAN-21922