RenderMan for Katana Release Notes

Welcome to RenderMan for Katana!

RenderMan for Katana (RfK) capitalizes on the changes made for newer versions of Katana and continues full support of the latest RenderMan. See the R enderMan Release Notes for more details.

This current release offers support for:

- Katana 6.5
- Katana 6.0
- Katana 5.0

Katana Limitation

- If you use ROI and overscan or cropWindow, the ROI will have to be adjusted slightly after a resolution edit to get the correct value during a live render
- Instanced lights with filters using the "Light Filter" coordsys have an incorrect transform. The workaround is to promote the light filter to a shared light filter using a light filter reference.
- We do not receive live render edits from Katana for nodes added at the end of the node graph, right above the Render node. If a no-op node (e. g. Merge) is inserted above the Render node and the node is added above that then the edit is received.
- Any live updates will cause interactive motion blur to be disabled. The render must be restarted to see motion blur.

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