

RenderMan for Maya 22.5

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Welcome to RenderMan for Maya 22!

This latest release of RenderMan for Maya 22 (RfM), includes a number of features to address feedback as well as some fixes to RenderMan for Maya workflow and performance.

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.



Now in RfM, problems caused by the presence of non-ascii characters in file paths (diacritics, etc.), RfM will error early (fail to load) with an informative message and warn if rendering resources are loaded from non-ascii paths. Please avoid accents, symbols, spaces, and other non-standard naming conventions in file paths, source files, and user names.

What's New

- **New Viewport Rendering Options** – The visualizer and snapshot icon have new right-click option menus

Miscellaneous and Important Changes

- Batched OSL execution is enabled by default (on CPUs supporting AVX, AVX2 or AVX512)
- The "normal" AOV contains bump normals instead of geometric normals (Nn). The denoising quality of bump-mapped surfaces has been improved
- Every Maya camera has a matching coordinate system that can be directly referenced. No need to create a place3dTexture anymore when the camera transform is desired
- The transform nodes now have a camera visibility control
- All Maya shape nodes now default to visibleInReflections = 1 (which makes them visible to indirect rays), when RfM is loaded. This includes xgen nodes, gpuCache, etc.
- If RfM_DO_NOT_CREATE_MODULE_FILE is set, the message level is now INFO instead of WARNING
- rmanGlobals has a new button to 'Reload lobe definitions' to update lobe definitions in a scene, useful when importing older scenes
- User lobes "Position" and "Color" have been added to the list of displayChannel presets
- Primvar export
 - Reference primvars (__Pref, __Nref, etc) are now correctly exported to alembic
 - New menu options in the RenderMan menu and in the shelf to manually create reference primvars to be exported to alembic
 - Reference primvars (__Pref, __Nref, etc) are now automatically exported to alembic when a shape has a texture reference object
- The rif statements are not emitted in RIB archives anymore
- Overrides can be disabled in RfM JSON config files using "activate": False in the dictionary definition.
- String substitution now handles Maya namespaces
- It is now possible to define a default value in case an attribute lookup fails: <rmanGlobal.woolala?2.5> -> 2.5 or <rmanGlobal.woolala?2.5:%.03f> -> 2.500. Note that the '?DEFAULT' should always come before the '%FORMAT' section
- If a dome light is not selected, the preset browser will create a dome light automatically for the user when importing an envmap

Fixes

- Fixed a crash that could occur when scrubbing timeline during IPR for scenes involving MASH meshes
- Fixed a crash that could happen when opening a new scene while a render region was active
- Fixed a bug where Maya projection nodes were ignoring the linked camera; placement via a place3dTexture node was working
- Fixed a bug where motion blurred place3dTexture nodes would end up with an extra, bogus motion sample
- Fix occasional infinitely recursive evaluation of conditional visibility
- When importing a material from the preset browser, the preferred Maya material is created when needed
- Fixed bug where render region sometimes needs to be drawn twice before updating
- Fixed a rare AOV UI bug when a display and a displayChannel share the same name
- Fixed a bug where when first importing a rib archive that includes a frame number, the bbox wouldn't update correctly
- Rib archive frame number could be incorrectly detected on import
- Corrected a txmanager bug that would trigger an error message on ptx files
- Fixed occasional "Error occurred during execution of MEL script line 1: line 1: Cannot find procedure "showShadingGroupAE"" message when connecting a RenderMan node to a shadingEngine
- Grid data from vdb files wasn't coming through as primvars when rendered as RiBobby
- UV linking with Maya file nodes now works
- A bug that cause the -cam flag to not work in Maya batch has been addressed
- Fixed a bug where multiple cameras with the same shape name would cause problems when attempting to render through any of them
- An issue where having a namespace in the camera name was causing issues for batch rendering with RIB has been addressed

Developer Documentation

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

Known Limitations

RenderMan for Maya

- Light Linking volumes is not currently supported
- Only motion blurred meshes and transforms retain their blur after frame changes during IPR
- Deselecting "Receive Shadows" does not work.
- 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
- Limited UDIM texture support in viewport
- Maya Fur Feedback is not supported



Xgen : Xgen will crash during live rendering unless you set Window > Preferences > Xgen > Multithreading to **"off"** (unchecked).