RenderMan For Katana 22.6

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Welcome to RenderMan 22.6 for Katana

RenderMan for Katana (RfK) capitalizes on the changes made for newer versions of Katana and continues full support of the latest RenderMan ProServer 22.6.

We're excited to have improved Live Rendering. All manner of changes and edits can be made during a Live Rendering session. Waits are minimal and results are stunning, the renderer will continue to refine your image continuously should you take a coffee break and pick up where you left off on your return. We've worked hard to avoid making the artist restart the render to see updates and stability is improved.

This current release offers support for:

- Katana 2.6
- Katana 3.0
- Katana 3.1
- Katana 3.2 Beta (support is minimal for the Beta for 22.6)
- RenderMan ProServer 22.6

Please see the release notes below for all the new capabilities and known issues!

What's Changed

Miscellaneous Changes

- Edits to the Render Working Set are now supported by default for Katana *3.0v8 and newer*. If you wish to opt out of this behavior, you can set the int attribute "liveRenderSettings.allowFollowRenderWorkingSet" to 0 at /root
- Added support for Attribute Functions to handle errors coming from RenderMan. Previously, this was only available for errors coming from the Katana scene.
- The instance array example file now shows how to add user attributes per-instance and how to apply motion blur

Fixes

- Display drivers are no longer included in the shader drop down list in PrmanShadingNode
- Fixed a bug where RfK was not outputting interpolateboundary when the corresponding attribute was set to the *RenderMan* default, 0. Other bridge products default this to 1
- VDBs loaded with PrmanVolume now correctly set the volume's geometry attributes without requiring the user to explicitly enable the densityGrid parameter
- Fixed a crash for polygons when the number of tuples in the vertexList is greater than 1
- Preset Browser
    - An issue where importing a light rig from RfM would fail has been fixed
    - Fixed configuration-specific incorrect scaling of menu fonts in the preset browser
    - Fixed incorrect gamma correction of preset browser preview renders
    - The preset browser will now correctly generate a preview image when saving a light rig

Known Limitations

Live Rendering

- Creating a mesh light from existing geometry will duplicate the geometry in-render. Restart the render to remove the duplicate.
- Cannot change a geometry primitive type during live rendering (e.g. from NURBS to polymesh)
- When assigning a material to a Scene Graph location, that location must be enabled in the live render working set
- Live render edits to the visible attribute need group locations to be "included with children" in the Live Render Working Set

Katana Limitation

- 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.
- When rendering to "it" from Katana, do not stop the render from "it", abort the render from Katana. Your Katana session may freeze for a time if you abort from "it". If you make this mistake you can restore Katana to operation by terminating the prman render process manually. This will be fixed in a future version. You can also avoid this entirely by rendering to the Katana Monitor.
- 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.

- There are a few live render limitations in Katana 2.6 that have been resolved in Katana 3.0+ based on the improvements to 3.0, typically limitations with live working sets and adding/deleting locations in 2.6