RenderMan For Katana 23.2

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Welcome to RenderMan 23.2 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 23.2.

This current release offers support for:

- Katana 3.0
- Katana 3.1
- Katana 3.2
- Katana 3.5

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

Additional Changes

Miscellaneous Changes

- Writing stats is now disabled for live renders. Stats are not valid for live renders and could cause prman to hang when a live render was canceled
- OSL: The widget is now automatically set to "null" for all OSL outputs, so there is no longer a requirement that shader writers add this to their output parameters' metadata

Bug Fixes

- Fixed a bug that caused RfK to ignore the geometry.point.falloffpower attribute. RfK also no longer sets this attribute for all geomtery types, now just restricting it to pointcloud locations

Known Limitations

Live Rendering

- Changing the cameraName in RenderSettings doesn't update AOVs without a specified camera
- 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

- The Monitor doesn't support adding/removing displays during a live render
- 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.