

RenderMan for Houdini 23.1

Welcome to RenderMan for Houdini 23.1!

This release of RenderMan for Houdini 23 (RfH), includes a number of new features and bug fixes that address feedback.



- Rendering with RenderMan will not operate on Houdini Apprentice editions, see Side FX's website for options that allow Third Party Rendering
- Houdini Indie is only compatible with 17.5, you must be using at least version 17.5.210 or higher

Fixes

- A bug that caused imported envmaps from the preset browser to fail in Houdini has been addressed
- Fixed a bug on Linux and OSX where the plug-in wouldn't load if RenderMan ProServer was installed in a directory with a different name than the default
- Fixed a texture manager failure that prevented auto-conversion

Miscellaneous Changes

- Added `hider:samplemotion` option to ROP
- Decreased time for render process to tear down instances when stopping
- The material flag is only set for `bxdf` and displacement nodes

Known Issues

- Display edits cannot be changed from the image tool to mplay
- Cross-frame denoising `pdg` support
- Phantom objects are removed from all rays, not just camera rays
- Applying undo of deleted nodes or collapsing to subnet may not work as expected
- Rewiring subnet indirect inputs

Known Limitations

- Rendering with Mantra lights or VOPs not possible
- Bypassing shader nodes
- Auto camera creation for IPR
- RenderMan clipping planes