

Solaris Limitations

Known Limitations

Lighting

- Light filters are currently not supported
- Mesh lights currently do not function as expected
- Light filter linking is not available
- PxrEnvDayLight and PxrAovLight are not supported
- Custom light plugins are not supported
- Portal lights are not supported
- We do not support the light handle operation to match the normal or shading attributes of a surface

Interactive Rendering

- Interactive de-noising is not available

Geometry

- NURBS and Implicits not supported
- Nested Instances are pre-expanded

Shading

- [txmake](#) must be run manually on textures
- The dynamic array node is not expected to work in Solaris for the initial release

Expansion and plugins

- Only the built-in Integrators are supported
- Only the built-in Camera Projection plugins are supported
- Only the built-in Display and Sample filters are supported