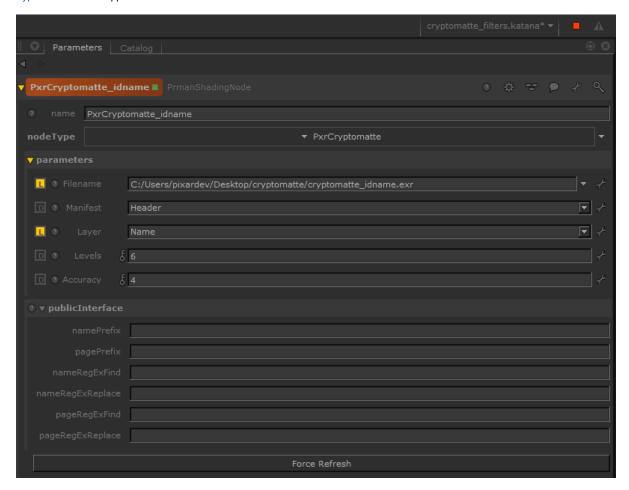
RenderMan for Katana 21.7

Welcome to RenderMan for Katana (RfK) 21.7!

This release introduces improvements and some fixes to the previous release.

New Features

- Compatible with the Katana 3.0 Beta Release
- · Cryptomatte is now supported in RenderMan for Katana.



Bug Fixes

- PxrSphereLight now faces the correct direction. This will be noticable for sphere lights with a cone angle.
- An issue that was causing rendering archives via XGen Procedural to receive incorrect shading has been addressed.

Known Limitations

Live Rendering

- Light linking edits are not currently supported.
- Lights can be added during live rendering however, due to a bug in Katana 2.1, a newly-added light is not automatically 'live' and does not inherit
 its live state from the parent. When adding a light you will need to manually activate that light in the Scene Graph. Newly added lights work
 correctly in Katana 2.0 and Katana 2.5v5+.
- · Adding mesh lights during live rendering creates duplicate geometry, upon re-render this is solved.
- Changes to light filters are not processed unless the associated lights are also marked 'live'.
- Alembic geometry mesh light transform edits (i.e. Transform3D changes) are not updated correctly during live rendering.
- "Disable Local Assignment" does not work during live rendering with parameters of OSL shaders (e.g. PxrLayer and PxrLayerMixer).
- Disabling and re-enabling layers in PxrLayerMixer can cause instability in Live Rendering.

- If an object is assigned a material that has been disabled or does not exist the geometry will not render at all.
 If you are rendering to 'it' the Monitor tab must be open for the Render Log tab to receive output from Katana and prman.
 Although direct non-identity scaling has been removed from the PxrDomeLight and PxrDistantLight it is still possible to get an indirect scale via a constrained or inherited location. If the indirect scale is negative the Pxr light will flip to a reverse orientation.
 Bake renders only work as Disk Renders. The render will fail for Live and Preview Renders.