

# RenderMan for Maya 21.1

## Welcome to RenderMan for Maya (RfM) 21.1!

Welcome to RfM 21.1 This release introduces improvements and some fixes to the previous release.



Added support for Maya 2017

### New Features

- Maya's projection node workflow is now supported.

### Miscellaneous changes

- Parameters that use a gradient control now appear correctly in the Attribute Editor. eg. The falloff parameter of PxrRodLightFilter now has a gradient control.
- The Maya help menu now contains a link to the new RenderMan documentation site.
- The "bake" hider is now available in the option menu for the Hider attribute.
- RenderMan lights show correct icons in Maya's Light Editor.
- The Create Pass menu under the passes tab in the Render Settings window now only includes pass types that are listed in the pref in RenderMan\_for\_Maya.ini called CreateMenuPassClasses.
- Explicit Final passes now get denoised when denoise is enabled in the Render Settings, under the Features tab.
- Preset Browser now defaults to \$RMANTREE/lib/RenderManAssetLibrary

### Bug Fixes

- Fixed imagePlane sample filter translation with complex rotation, scale, and offset. Coverage is no longer supported.



The above change may require you to remake some textures using [txmake](#) if you are referencing a .tex file. Or you can delete the /renderman/textures/ folder to force txmake to run again on your older scenes if referencing a non .tex file. (There will be a delay for the next render as txmake runs again in the background.)

- Preset Browser: Fixed issues with PxrRamp and missing displacement patterns.
- The Alpha Channel checkbox in the Render Settings has been fixed.
- Fixed a bug where "Open Last RIB" command would show binary rib on windows. Now you should always see ascii even if rendering with binary rib.
- Fixed a bug where animated attrs on RenderMan light or material nodes wouldn't update in Maya's parallel evaluation mode.
- The option box for the batch render item in Maya's Render menu now works when RenderMan is the current renderer.
- Shading no longer gets lost for the particle instancer when the original geometry is invisible.
- Denoise now works properly for AOVs that go into subdirs based on the AOV name.
- Fixed a bug where XGen was not working for non-spoiled preview renders starting in maya 2016.5.
- Fixed where LocalQueue was not loading envkey files from the locations listed in the RMS\_SCRIPT\_PATHS environment variable.
- Hardware texturing for RenderMan bxdfs with connections to maya textures now works in viewport 2.0 in Core Profile mode.
- When "auto crop" renders were on, clicking anywhere in the 'it' window would restart a render.

### Known Limitations

#### RenderMan for Maya



You **MUST** set Maya->Preferences->Settings->Animation->Evaluation Mode to "DG" not "Serial" or "Parallel"

- Modifying light visibility while in IPR mode does not change light visibility
- Maya fluids will currently only render if you add RenderMan volume controls. Select the fluid shape and in the AE, do Attributes->RenderMan->Add Volume Controls
- Creating a mesh light during IPR will retain the old geometry (non-mesh light). A refreshed IPR session will remove the old geometry.

- Prior versions of RenderMan for Maya are not compatible with RenderMan 21.0. Trying to load the version 20.0 plugin with RenderMan Pro Server 21 installed will cause the following warnings: "rfm Warning: skipping unknown Slim keyword: requires" when loaded. The 20.X plugin will not function correctly.
- Deselecting "Receive Shadows" does not work.