RenderMan for Maya 21.5

Welcome to RenderMan for Maya (RfM) 21.5!

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

New Features

OSL files registered as Maya nodes can now be used in material presets. NOTE: These presets will only work if the OSL node is available as a
Maya node type. If you want to distribute self-contained material presets including OSL objects, you should instead use PxrOSL in your shading
network.

Miscellaneous Changes

- When rendering to DeepEXR, RfM will automatically add Ci, a to your displays.
- RFM doesn't expurge '#' in file paths anymore.

Bug Fixes

Fixed a Windows-only path issue in the Assets Browser that would make some assets fail to render.

Known Limitations

RenderMan for Maya

- · 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.