RenderMan for Maya 24.1

Release date: July 30, 2021

Welcome to RenderMan for Maya 24.1!

RenderMan for Maya 24.1 brings some new functionality to artists, as well as several bug fixes.

These release notes are meant to be used together with the release notes from RenderMan for Maya 24.0. Also please see the release notes for RenderMan itself for the set of enhancements and bug fixes that you can find within the renderer in this release.

- Welcome to RenderMan for Maya 24.1!
  - What's New
  - Bug Fixes

What's New

- RenderMan for Maya now supports the parentOffsetMatrix attribute on transform nodes
- Enhancements to how the intersectionPriority attribute is output
- Support the ability to specify OpenEXR Arbitrary Metadata when outputting EXR data
- Added support for the RenderMan Hydra Render Delegate, hdPrman, to be used within the Maya Viewport. It is necessary to set the environment variable PXR_PLUGINPATH_NAME to $RFMTREE/lib/2022/usd2 (or usd3). You must also load Maya's mtoh plug-in (Maya to Hydra), which triggers loading of our plug-in.

Bug Fixes

- Some array parameters with indices greater than 9 would fail to export
- Fix very rare bug occasionnaly happening when switching IPR viewports.
- Fixed an issue where IPR and Batch Preview not matching in IT