

RenderMan for Maya 24.2

Release date: November 10, 2021

Welcome to RenderMan for Maya 24.2!

RenderMan for Maya 24.2 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 and 24.1. 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.

Common Components

- Texture Manager: Fixed errors that were generated when the "Pick Images" tab in the Texture Manager was selected
- Texture Manager: a bug that caused the texture manager in RfH to convert .ies files has been addressed
- Texture Manager: Improved detection of textures already in the target color space to avoid a double conversion
- Texture Manager: properly process an image used as a regular tex and a bump to roughness tex in the same scene
- Preset Browser: Fixed an issue preventing assignment of environment maps from the preset browser
- Preset Browser: Fixed an issue that prevented the Preset Browser from creating an OCIO config
- Preset Browser: New option to txmake images used by a material or light.
- Preset Browser: New dependencies (textures/images/osl) storage system:
 - asset: All dependencies are stored inside the asset's directory. This is the default and matches the previous behaviour.
 - library: The library will contain a "global_storage" directory. Each asset can specify a subdirectory to store all dependencies.
 - external: dependencies will be stored using a path provided by the user. The path may contain environment variables.
- Preset Browser: Several other fixes around texture naming and loading
- Licensing: If the RenderMan license file can't be found, clearer errors are given

Specific Fixes for RenderMan for Maya

- Fixed a bug where component shader connections to the input1D param of maya's plusMinusAverage shader weren't working
- Asset browser previews now render correctly
- Fixed an error when importing an asset containing PxrArithmetic nodes
- Fixed a bug in the Texture Manager when using <udim> within paths. The Texture Manager would fail when <ws> was also present in the path
- Fixed an issue where the batch output name would be incorrect
- Fixed incorrect naming and configuration of batch render previews
- Small fix for bug where the motionSamples setting on transforms was ignored if set to 1, to turn off motion blur
- The Texture Manager now converts images defined with the <primstr:name> token. All matching files will be globbed and converted which may lead to a long list of images to convert
- Fixed a bug where a locked attribute was breaking display output for rendering
- Fixed referenced rmanDisplayChannels are now ignored
- Fixed issue where RenderSetup layer switch was very slow after IPR with incomplete results
- Fixed an error message when updating an older Maya scene
- Fixed an issue where image planes could be incorrectly resized and in the wrong color space