RenderMan for Katana 24.3

Release date: January 6, 2022

Welcome to RenderMan for Katana 24.3!

RenderMan for Katana 24.3 brings some new functionality to artists, as well as several bug fixes. The big addition is support for Katana 4.5 and Katana 5.0, including support for the RenderMan Hydra Render Delegate to render to the viewport.

These release notes are meant to be used together with the release notes from RenderMan for Katana 24.0, 24.1, and 24.2. 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.

Fixes and Features for RenderMan for Katana

- Support the RenderMan Hydra Render Delegate for viewport rendering in Katana 4.5 and Katana 5
- Volume Aggregates: Fixes for ease of configuration + use of the new Volume Aggregate feature that was released in RenderMan 24.2.
- Fix a bug that prevented the PxrUnified's risPathGuiding parameter from showing up in Katana