RenderMan for Katana 24.4

Release date: April 22, 2022

Welcome to RenderMan for Katana 24.4!

These release notes are meant to be used together with the release notes from RenderMan for Katana 24.0, 24.1, 24.2, and 24.3. 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

- Fixed a bug where mesh lights would be duplicated during live renders in Katana 4.5 and 5.0 (this may have shown up as double brightness or as two distinct mesh lights depending on the transform).