

# Changelog

? Unknown Attachment

## 2.0.15 ( Upcoming )

- Fixed artifacts of bump in 3Delight Material and 3Delight Skin
- Fixed Softlight blending mode of Composite node

## 2.0.14 (2015-11-20)

- Vertex displacement

## 2.0.13 (2015-11-18)

- Fixed noise with displacement
- Fixed Hair Farm bug with using a Texmap on the density
- Less noise on glossy specular

## 2.0.12 (2015-10-14)

- Fixed ability to use a texture in Hair Farm

## 2.0.11 (2015-08-25)

- Added Mask Image Layer

## 2.0.10 (2015-07-17)

- Fixed OpenEXR support.

## 2.0.9 (2015-07-17)

- Fixed "sync" checkboxes in the [3Delight Hair](#) material.

## 2.0.8 (Skipped)

## 2.0.7 (13/07/2015)

- Added [3Delight Hair](#) material.
- Added ability to use custom shader with Hair and Fur modifier.

## 2.0.6 (17/06/2015)

- Fixed displacement of the *Blend* and *Standard* materials. Bug was reported in a [forum topic](#).

## 2.0.5 (11/06/2015)

## 2.0.4 (10/06/2015)

- Added support for back-face culling.
- Added a new metal material : *3Delight Metal*. This material implements a physically plausible material, using the GGX BRDF, while providing the artists with two easily controllable quantities: facing color and edge "tint".
- Fixed texture coordinates in noise node. This fixes this [report](#) on the forum.

## 2.0.3 (5/09/2015)

- Added ability to export RIBs. Note that this feature is not available in the free package just yet.

## 2.0.2 (5/05/2015)

- Added ability to output statistics files.
- Fixed *Normal Bump* shader.

## 2.0.1 (4/22/2015)

- Added support for *Blend* material.
- Fixed render region in Active Shade mode.
- Fixed problems when switching between Area and Render modes.
- Fixed displacement in 3Delight Skin Material.

- Pixel Samples maximum has been changed to 64.
- Fixed default lights in Max 2015.
- OpenVDB temporary cache files are no longer created.
- Fixed [intensity problems](#) of HDRIs.
- Added ability to exclude the light from Diffuse and/or Specular.
- Fixed crash if the scene contains Corona's light.
- Fixed instancing of Area Lights.
- Re-taught rendered are saved into files. If the image is already saved by *3ds Max*, we make sure the plug-in will not. Note that it is not possible to perform background renders if *3ds Max* file saving is enabled. We recommend to use *3Delight for 3ds Max Layers* to specify where to save files. This fixes the [problem](#) with saving of the first frame.
- Added new token <light> for file output names.

## 2.0.0 (3/14/2015)

- Gradient Ramp widget of OpenVDB object uses 3ds Max Gamma Settings
- Fixed compilation error of Free-Spot and Free-Direct lights
- Fixed crash of the color picker of OpenVDB
- IPR support for OpenVDB

### 1.0.43 (2/24/2015)

- Added the frame number to the environment map name.
- Using standard modeless color picker when changing the color ramp widget.

### 1.0.42 (2/22/2015)

- Adding *OpenVDB* support.

### 1.0.41 (2/21/2015)

- Adding *3ds Max 2015* support.

### 1.0.40(2/13/2015)

- Using `RiProcDynamicLoad` for loading Massive's agents.
- `settings.txt` is renamed to `rendermn.ini`

### 1.0.39 (2/11/2015)

- Add a light category name to the EXR display driver.
- Added *3Delight Environment* shader that allows to use separate maps for the background and the environment.

### 1.0.38 (2/10/2015)

- Fixed texture projection of light sources (broken in 1.0.36).
- Fixed shader compilation error .
- Fixed compilation of environment shaders.

### 1.0.37 (Skipped because of an error)

### 1.0.36 (1/29/2015)

- Support of arrays for RSL shaders (#5499)

### 1.0.35 (1/23/2015)

- More realistic default values for *Skin Material*.
- Motion vector AOV is now affected by shutter speed as it should.

### 1.0.34 (1/13/2015)

- Z depth min and max are now accessible via *MaxScript* (#5619).
- Fixed *ActiveShade* issue with scene not updating when changing lights.
- Fix crash bug in *ActiveShade* when changing environment.
- Optimize shader edits in *ActiveShade*. Shader edits are now instantaneous.
- Avoid unexpected full re-renders *ActiveShade*.

### 1.0.33 (11/20/2014)

- Sky material now smooth color on the horizon over a 5 degrees region.
- Adding *Environment* and *Incandescence* "lights" to the Multi-Light group. Users can now output these separately from other light sources.
- Replace *IOR* parameters by *Reflectivity* in our *3Delight Material*. Reflectivity maps directly to IOR and stays physically plausible but is much easier to control.
- General improvements to the AOV/Layers (#5519)

### 1.0.32 (10/29/2014)

- Added *Outlines* group to the *Render Output* tab.
- Continuing work on the Layers system. Including the addition of the *Display Subset*.

### 1.0.31 (9/15/2014)

- Adding ability to access to render parameters using *MaxScript* (#5518).

### 1.0.30 (9/11/2014)

- Optimized loading of *Massive* agents.

### 1.0.29 (9/9/2014)

- Introducing *proxies* for instancing large amounts of objects.

### 1.0.28 (7/29/2014)

- Adding *Color Management* group to the *Render Options*.

### 1.0.27 (6/10/2014)

- Disable I-Display output when batch rendering.

### 1.0.26 (6/3/2014)

- Added *Surface Color* AOV

### 1.0.25 (6/3/2014)

- Added support for IFL file type (for animation support)
- Fixed crashbug in *ActiveShader*

### 1.0.24 (5/30/2014)

- Added support for 16-bit half EXR format.
- Fix output file path in batch rendering mode.

### 1.0.23 (5/28/2014)

- Default image output image format is now EXR.
- Silence a shader compilation warning.
- Added support for spherical area lights.

### 1.0.22 (5/26/2014)

- Implemented GI properties of the *Object Properties* dialog (Exclude/Receive GI).
- Added Z depth AOV with min/max parameters.

### 1.0.21 (5/24/2014)

- Path-tracing is now the default rendering algorithm.
- Fixed render region bug. It was not functional when one of the coordinates were 0.
- Fixing Camera Space Normal output and World Space Normal.
- Added support for *Shave & Haircut*.

### 1.0.20 (5/16/2014)

- Adding logging system for debugging purposes.

### 1.0.19 (5/15/2014)

### 1.0.18 (5/15/2014)

- Faster texture lookups (up to 20% faster).
- Added support for *Particle Flow*.

### 1.0.17 (5/5/2014)

- Added interaction between i-display and Max for light mixing.

#### 1.0.16 (4/21/2014)

- Better Multi-Light widget.
- Added support for decay in area lights as well as their rendering (backface should be black).
- Fixed crash bug when removing the last AOV.

#### 1.0.15 (4/19/2014)

- Added support for parameters RGB Channel Output and Alpha Source of Bitmap shader.
- All renders are now started in background. *3ds Max* doesn't freeze anymore.
- Add new UI for *Image Layers*. Same working principles as [3Delight for Maya's Image Layers](#).
- Added *3Delight Sky Material*.