

Changelog

Client Download Area...
(RESTRICTED)

8.5.1 - Upcoming

- Fixed issue where shaders would be recompiled even though swatch rendering is turned off. Turning this feature back on may require closing and opening again the NodeEditor or Hypershade to update the swatches.

8.5.1 - 2017-12-27

8.5.0 - 2017-11-16

- Added plug-in for Maya 2018.
- Added support for camera 2D pan & zoom

8.0.57 - 2017-04-25

- Cumulates 3Delight changes since previous package.

8.0.56 - 2017-03-16

- The *Image Layers Outlining Width* is now set to '0.2' '% of Frame Width' by default. The previous default value was '2' 'Pixels'.
- Fixed issue in Maya 2017 where changes to some option menus that control *Render Pass* attributes would not be displayed properly (issue 6479), and not always reflected in the *Render Settings* window.
- Fixed issue in Maya 2017 where some *Render Pass* attribute would be displayed with incorrect sensitivity (issue 6477).
- Fixed possible crash in Maya 2017 when editing a *Render Pass* displayed in a separate window (i.e. after clicking the *Copy Tab* button) (issue 6476).

8.0.55 - 2016-12-27

- Cumulates 3Delight changes since previous package.

8.0.54 - 2016-12-21

- Cumulates 3Delight changes since previous package.

8.0.53 - 2016-12-17

- Cumulates 3Delight changes since previous package.

8.0.52 - 2016-12-07

- Fixed issue that would produce the following Maya error (issue 6440):

```
// Error: A permanent scriptJob cannot be killed. //
```

8.0.51 - 2016-11-25

- Cumulates 3Delight changes since previous package.

8.0.50 - 2016-11-18

- Cumulates 3Delight changes since previous package.

8.0.49 - 2016-11-14

- Cumulates 3Delight changes since previous package.

8.0.48 - 2016-11-06

- Better smoothing of exported stangent.

8.0.47 - 2016-11-02

- Fixed a bug in brownian hypershade node.

8.0.46 - 2016-09-28

- Fixed issue when displaying a *3Delight Material* node from an older scene in the *Attribute Editor*.
- Using the *Custom Geometry* XGen primitive type is now possible with the the *3Delight for Maya* licence (issue 6393).

8.0.45 - 2016-09-12

- Better handling of attribute changes on 3Delight shaders to reduce the number of shader recompilations. This also resolves issues related to applying a "preset" or keying one of these shaders.

8.0.44 - 2016-08-26

- Version number bump for the free package update.

8.0.43 - 2016-08-24

- Fixed issue when rendering XGen objects on OS X (issue 6359).
- Fixed error when the render camera uses an *Image Plane* that is set to an unsupported image type (Texture and Movie types are not supported) (issue 6371).
- Fixed issue when rendering XGen objects which is more likely to happen when the *3Delight_XGen* project path is set to a Windows network drive (issue 6369).
- Fixed issue when rendering multiple references to the same XGen objects (issue 6378).
- Plug-in for Maya 2017 now available for OS X, Windows and Linux.



Textures that are automatically converted to TDL format by 3Delight for Maya are now named with a ".tdl.tif" extension. Previously converted textures whose filename end with ".tdl" will be ignored and can be deleted.

- Now automatically converting all textures when a *File 2D Texture* node has its *Image Sequence* attribute turned on.

8.0.42 - 2016-07-19

- Fixed issue when rendering instancers with OSL *Render Pass*
- In order to avoid *Maya* issues in the *Hypershade*, the *3Delight* shading node type names have been changed.
 - This will resolve error messages related to the *Hypershade Property Panel* when selecting a *3Delight Material* shader (in *Maya* 2016), for newly created material nodes.
 - Existing scenes will not be modified by this fix. They will render as before, and will continue to produce error messages in the *Hypershade* when selecting one of the *3Delight* materials.
 - It is possible to migrate existing scenes to the revised shading node type names, if desired.

The `DL_migrateAllDeprecatedShadingNodes()` procedure

The `DL_migrateAllDeprecatedShadingNodes()` procedure is provided as a tool to help migrating existing scenes.

- The procedure will look for all old *3Delight* material nodes in the scene;
- Existing values, keys & connections are migrated to a newly created shading node that has the revised type name;
- *Hypershade* shader assignments will be preserved.
- After the procedure has completed, the old shading nodes will be placed in a `old3DelightShadingNodes` set, for user inspection and deletion.

This migration procedure is not applied automatically; it must be called by the user. It is recommended to inspect the resulting new nodes to make sure all settings have been carried over. Please note that this procedure should be ran on each referenced scene.

- Fixed issue that prevented creating *3Delight* materials by pressing the tab key in the *Node Editor*.
- The *3Delight* materials are now only listed in the *3Delight* section of the *Hypershade*. Previously, they were also listed in the *Maya* section. You may need to update your *Favorites* materials to reflect this change.
- Fixed issues when using the *Favorites* material feature with *3Delight* materials.
- Fixed issue where IPR session would ignore many render pass settings, such as the *Collection* to render (issue 6354).
- Fixed an issue slowing down *3Delight for Maya* output when there are multiple light sources (issue 6355).

8.0.41 - 2016-06-29

- Minor cosmetic fixes in *Maya* 2016 and up.

8.0.40 - 2016-06-28

- Fixed incorrect rendering of incandescence in some VDB files.

8.0.39 - 2016-06-23

- In order to avoid several *Maya* issues, the *3Delight for Maya* plug-in file name has changed. Old scenes will continue to work and the change should be seamless. See [this page for details](#) and recommendations for *Plug-In Manager* settings.

8.0.38 - 2016-06-18

- Fixed issue where a *Render Pass* set to produce a point cloud but no image layers would render nothing at all.
- Fixed hanging OpenVDB renders on windows.
- Deprecated the *Smooth UVs* attribute of the Polygons section in the *Geometry Attributes* node.



Starting with this version, the default "Smooth UVs" is set to the maximum quality achievable by *3Delight* (full). Scenes may exhibit a slightly different UV interpolation unless the now deprecated Smooth UVs attribute was already used.

- Fixed issue when invoking Maya's "Render" utility with some Maya versions.

8.0.37 - 2016-06-14

- Revised Linux configuration: `MAYA_MODULE_PATH` should be set to `$DELIGHT/maya/modules`; all other `MAYA_*_PATH` assignments (except `MAYA_RENDERDESC_PATH`) are now obsolete. The *3Delight* scripts that set up the shell environment have been modified to reflect this. This change should be transparent for most setups.
- Simplified the [Polygons](#) section in the Geo Attributes. Several attributes of this section have been deprecated.
- Attempt to fix possible MEL error related to the (deprecated) *3Delight Geometry Modifiers*.
- Attempt to fix possible MEL error that makes a *Render Pass* appear for only a second or two in the *Attribute Editor*, before it is emptied.

8.0.36 - 2016-06-09

- Attempt to fix a possible "division by zero" MEL error when rendering.

8.0.35 - 2016-05-29

- Added plug-in for Maya 2016 Extension 2 for OS X.
- Added some options for [OSL rendering with the Maya Render utility](#) (issue 6278).

8.0.34 - 2016-05-25

- Fixed half / float type selection for deep exr output. It was previously ignored.

8.0.33 - 2016-05-19

- Preliminary plug-in for Maya 2016 Extension 2 for Windows and Linux.

8.0.32 - 2016-05-13

- Fixed several OpenVDB rendering bugs.
- Better fix for VDM ramp attribute values saving (issue 6273).

8.0.31 - 2016-05-09

- Fixed bug with VDB ramp attribute values when opening a scene (issue 6273).

8.0.30 - 2016-05-05

- Fixed bump mapping for objects with invalid texture coordinates. This resulted in zero sized normals.
- Extension attributes on shapes are not keyable by default anymore. They will still be displayed in the Channel Box editor.
- OSL: fixed issue with displacement shading network parsing.
- Added "Render as Bump" extension attribute for displacement shaders (issue 6250).
- Fixed issue with XGen nodes in references that would not render at all.
- Some fixes in the *3Delight for Maya Color Management* (as explained [here](#) for Maya 2015 and older, and [here](#) for Maya 2015 Extension and more recent):
 - Fixed incorrect gamma correction for color values coming from non-Hypershade nodes in a displacement shading network;
 - Fixed incorrect gamma correction for keyed color values in shading networks, except for displacement shaders (issue 6138).
- Sent proper output file name to interactive framebuffers such as i-display so the resulting image could be saved in a file of the expected type.
- Fixed a bug with VDB incandescence (fire). It was incorrect at low quality settings.
- Improved VDB sampling.

8.0.29 - 2016-03-28

- Fixed issue with RIB fragment file names whose tokens were not expanded (issue 6213).
- Added a *Lens Shader* attribute in the *3Delight* section of a *Maya* camera. It can be used to connect a user-defined lens shader to the render camera. More details [here](#).
- OSL: added support for vector displacement.
- OSL: added support for the Maya "surface shader" node.

8.0.28 - 2016-03-09

- Cumulates 3Delight changes since previous package.

8.0.27 - 2016-03-07

- Cumulates 3Delight changes since previous package.

8.0.26 - 2016-03-02

- Fixed colour management issues with OSL renderings, notably wrong displacement shader colours (issue 6174).
- *OSL Render Settings* for Maya 2015 and older now have a *Monitor Color Profile* attribute; the colour management system is described [here](#).
- OSL renderings for Maya 2015 Extension and more recent use the Maya built-in color management system, described [here](#). There are no *3Delight* for *Maya* additional controls required in this case.
- There is a *Monitor Color Profile* attribute that will be displayed in the *OSL render settings* in Maya 2015 Extension and up, if the loaded scene was saved in an older Maya version. This is a backward compatibility feature to maintain the rendered look produced by the older Maya version.
- Fixed area light and environment textures that appeared upside-down in OSL renderings (issues 6188 and 6191).

8.0.25 - 2016-02-26

- Fixed RiffFilter plugins which were only working on the first frame of an animation sequence (issue 6184).

8.0.24 - 2016-02-23

- V coordinates for OSL renderings are now output as defined in Maya, instead of being flipped. The OSL *place2DTexture* has been changed accordingly. This resolves an issue where using a *file* node without a *place2DTexture* node would produce incorrect results (issue 6169). This only affects OSL renderings.

8.0.23 - 2016-02-19

- OSL render pass RIB filename now supports the `<pass>` token (issue 6143).
- Fixed possible 3Delight error messages when editing some VDB shape attributes once it has been rendered.
- Added a *Use render Settings' Image Size* toggle in the *OSL render pass*. It is on by default; the *Common* tab now shows the standard *Maya Image Size* section.
- Moved the *Quality* group of attributes up in the *OSL render pass*.

8.0.22 - 2016-02-09

- Fixed a problem where modified values for 3Delight extension attributes would not be restored properly after an open scene operation. This prevented proper values from being used when rendering with the `Render` command line utility.



User-defined light shapes that are using 3Delight extension attributes will minimally require [some initialization command](#).

- Added *Illumination From extension attribute* on Paint Effects shapes and Maya Hair shapes.
- Added *extension attributes on NURBS curve shapes* to allow rendering them.
- Fixed plug-in initialization in Maya 2013. Pre-release features are available only for Maya 2014 and up.
- Fixed issue that prevented any motion blur with the OSL renderings.
- Added basic support for OSL rendering with the `Render` command line utility via the `-render 3delightOSL` option.
- Fixed issue with the *3Delight Display's* re-render function & OSL render passes.

8.0.21 - 2016-01-28

- Added support for the image plane of the camera
- Fixed shader compilation issue involving some attribute connections (issue 6130).
- Fixed OSL pass rendering: area lights weren't exported.

8.0.20 - 2015-12-19

- Fixed a MEL error related to the new Diffuse / Specular contribution attributes.

8.0.19 - 2015-12-17

- Fixed a problem where editing a shading group's 3Delight extension attribute would not trigger a shader recompilation (issue 5944).
- Added several attributes to control a VDB file sequence in the 3Delight VDB shape (issue 6073).
- Added "Diffuse Contribution" and "Specular Contribution" for all light shapes, in the "3Delight" section (issue 6089).

8.0.18 - 2015-12-04

- Layer's Outlining Color attributes are now color-managed (issue 6051).
- Fixed 3Delight Metal when Occlusion AOV was output.
- Fixed IPR errors introduced in 8.0.16.
- Fixed progressive mode in OSL renders.
- [Pre-release features](#) are now available on Windows.
- Fixed a crash with missing OpenVDB files.

8.0.17 - 2015-10-24

- Added support for the following attributes of a perspective camera (issue 6014):
 - Shake Enabled
 - Shake
 - Shake Overscan Enabled
 - Shake Overscan
 - Film Translate
 - Film Roll
 - Film Roll Order
 - Film Roll Pivot
- Fixed an possible issue when calling `DRP_buildShaders` (issue 6001).

8.0.16 - 2015-10-10

- Added a "[Pre-Release](#)" tab in the *3Delight Preferences* window.

8.0.15 - 2015-09-25

- Fixed issues when manually calling `DRP_buildShaders(string $render_pass)` (issue 6001).
- Fixed issue where selecting a camera shape that has an image plane would not offer imager shader assignment (issue 6002).
- Fixed possible MEL error when rendering in Maya 2015 Extension with color management enabled.
- Fixed issue with texture color profile detection in Maya 2015 (non-extension).

8.0.14 - 2015-08-25

- Fixed the render log generation on Windows, when using the *Export RIB File and Render* render mode. This was missing since 8.0.8.

8.0.13 - 2015-08-01

- Cumulates 3Delight changes since previous package.

8.0.12 - 2015-07-31

- Fixed an error related to the *Compensate Gamma of Shader Colors* setting when working on an existing scene.
- Fixed an issue when changing the *Monitor Profile* setting for an existing scene may render with shaders using incorrect color values.
- Fixed a performance issue on Mac OS X. Rendering from maya would not use all available CPU on laptops which get too warm.
- Using velocity data to render motion blurred nDynamic Instancers. So they will render slightly differently.

8.0.11 - 2015-07-25

- The name of a node connected to a message extension attribute on a *3DelightVDBShape* is now passed as a shader parameter (issue 5956).
- Single numeric attribute children of multi, compound extension attributes on a *3DelightVDBShape* are now passed as float array shader parameters (issue 5956).
- Fixed an issue producing errors when trying to render some XGen objects on Windows.
- Added a *Compensate Gamma of Shader Color Attributes* option in the *Common* tab of the *Render Settings*, in Maya 2015 Extension and more recent. See [this page](#) for details.

8.0.11 - 2015-07-23

- Cumulates 3Delight changes since previous package.

8.0.9 - 2015-07-10

- **This is the last package that supports Maya versions 2011 and 2012.**

8.0.8 - 2015-07-10

- Fixed broken *Export RIB File and Render* render mode on Windows. Please note that this render mode will not produce a log on Windows; this will be fixed in the future. This bug has been discussed in a [forum thread](#).

8.0.7 - 2015-07-09

- Cumulates 3Delight changes since previous package.

8.0.6 - 2015-07-02

- Extension attributes on *3DelightVDBShape* nodes are now passed as shader parameters (issue 5956).
- Cleaned the *Extra Attributes* section of *3DelightVDBShape* nodes (issue 5961).
- Fixed crash when rendering *OpenVDB* nodes and motion blur (issue 5959).

8.0.5 - 2015-06-29

- The list in the *Create Render Pass from Template* sub-menu is now sorted in alphabetical order.
- The *OpenVDB* node now allows the use of the '#' sequence number character in the file name. Note that this node is now automatically connected to *Maya's* time node.

8.0.4 - 2015-06-26

- Fixed possible crash when using "Create Map" option on a XGen description's attribute (issue 5945).

8.0.3 - 2015-06-18

- Cumulates 3Delight changes since previous package.

8.0.2 - 2015-06-11

- Cumulates 3Delight changes since previous package.

8.0.1 - 2015-06-10

- Fixed broken swatches for the sphere & teapot primitives.
- Added *3Delight About...* menu item.

8.0.0 - 2015-06-08

- Another attempt to fix broken *Shadow Objects* attribute of a *Light Attribs Node* when assigned to a light casting ray-traced shadows (issue 5876).
- Added a [shadow object set attribute](#) in all light shapes, under the 3Delight group. (Note: It will be overridden by assigning a [light attribs](#) node that contains the "Shadow Objects" attribute, and it has the same function).