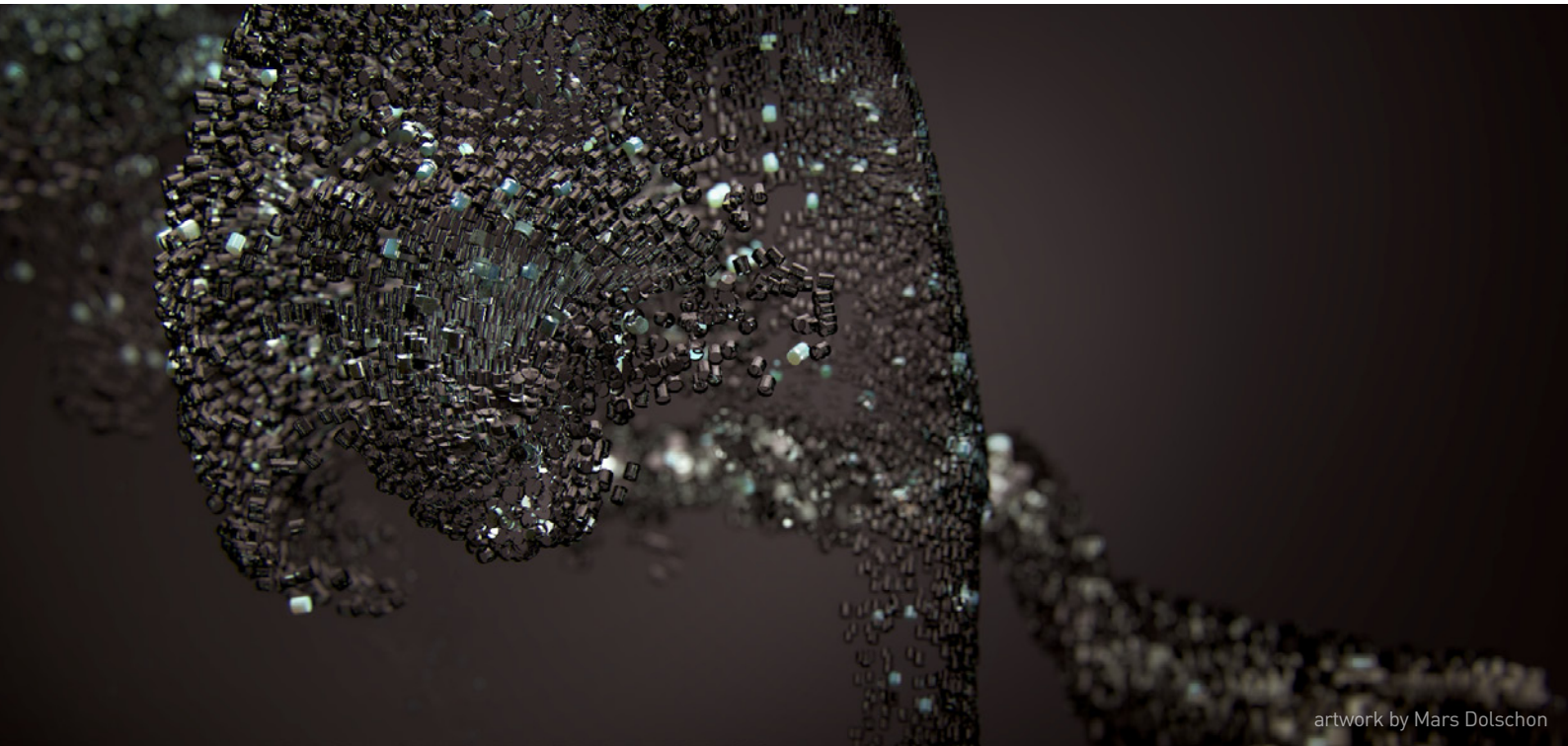




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# FEATURES AND IMPROVEMENTS



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## V-Ray for Softimage / Build 1.7

### NEW FEATURES

- Support for image sequences (scene time source)
- Support for Softimage 2015
- Support for ICE vertex colors and weightmaps
- Implemented "Color to Scalars" shader
- Support for standard lights diffuse and specular options
- Added V-RaySetHelperFolderLocation custom SI command to customize the V-Ray1 folder location
- Support for ICE user normals
- Support for floating point color values in Render Region
- Added the "Affect channels" options to V-RayMtl for reflection
- Support for texture maps with Extra Texture render element
- Add "UV coord" sampler type to V-RaySamplerInfoTex
- Materials importer preserves the original materials names

### MODIFIED FEATURES

- Add option to number vrsce-per-frame output as specified in Pass Options | Archive instead of automatically

### BUG FIXES

- Resolved issue: ICE attributes don't work on instanced custom geometry
- Resolved issue: hiding polygons produces crash
- Resolved issue: brightness difference in the output between machines with different preferences
- Resolved issue: transforms ignored in ICE instances with instance time.
- Resolved issue: Include/Exclude Lists of V-RayDirt are not saved correctly
- Resolved issue: tangent space normal maps render incorrectly
- Resolved issue: flickering lighting problem
- Resolved issue: crash when changing object hierarchy
- Resolved issue: scripted parameter changes in SPDL don't work when multiple objects are selected
- Resolved issue: add Server Button grayed out when closing and opening the DR panel
- Resolved issue: Hair Renderer Material - incorrect Tip Color Ballance distribution
- Resolved issue: different bucket brightness with DR
- Resolved issue: FPS value is taken from the preferences instead of from the scene
- Resolved issue: ICE instances with shape instance time and V-Ray displacement do not render
- Resolved issue: Slowdown in scene with Crowd FX

- Resolved issue: VRay lights scaling in multi-selection mode leads to arbitrary resizing
- Resolved issue: Instanced Lights do not respect the inclusive/exclusive Parameters
- Resolved issue: Particles rendering produces error messages in Softimage 2014
- Resolved issue: Bump map changes with render resolution
- Resolved issue: Color temp icon in PPG is wrong when multiple VRayLight objects are selected
- Resolved issue: VRay Standalone randomly crashes when rendering .vrscene file with "RawBitmapBuffer" plugins in it
- Resolved issue: VRayNoiseMaya doesn't accept textures on input ports
- Resolved issue: crash with ICE "Create Copies From Polygon Mesh" compound
- Resolved issue: Softimage freezes when rendering Crowd FX geometry
- Resolved issue: NoiseMaya texture doesn't support choosing uv maps
- Resolved issue: MultiMatte render channel doesn't work for bumped materials
- Resolved issue: ICE integer attributes don't work on instanced custom geometry
- Resolved issue: VRay seems to mess with XSI object selection in OnTimeChange event handler
- Resolved issue: Instanced geometry with ICE produces a creating keyframes error
- Resolved issue: Bitmaps from 3dsMax vrscene are not imported
- Resolved issue: UVWGen doesn't export properly uvw channels for some materials
- Resolved issue: wrong rendering result when NURBS objects are used in Light Associate lists
- Resolved issue: Inclusive/Exclusive lists of the Toon shader are not saved correctly
- Resolved issue: VRayEnvFog emission texture is not exported
- Resolved issue: crash when attaching texture to a pass shader
- Resolved issue: crash when attaching shaders to input ports of VRayEnvFog
- Resolved issue: PTex applied on subdivided objects
- Resolved issue: strand scales are not respected
- Resolved issue: camera rescaling causes texture blurring
- Resolved issue: sometimes DR servers will start using the RT CUDA engine (which is not supported)
- Resolved issue: crash with image clips when choosing different rescale type and then disabling effects

