

3.2

Release Date

September 19 2014

This version uses Arnold 4.2.1.2

HIGHLIGHTED NEW FEATURES

- EXR overscan support.
- Improved sampling (textured quad lights, Cook-Torrance specular and refraction).
- Improved performance for shadow ray and rough glossy texture lookups.

INCOMPATIBLE CHANGES

- Difference in microfacet BTDFs: Rough refraction viewed at grazing angles or using Phong-smoothed normals renders slightly darker now, especially for high roughness values. This affects the standard shader and AiMicrofacetBTDFIntegrate(), and fixes a bug in the previous BTDF sampling.