

0.16

What's new in 0.16

Version 0.16 of MtoA is based on version 4.0.4.0 of the Arnold core.

New features include:

- Maya 2013 support (note that we don't yet support the shave extension for 2013)
- **Over-ride Sets**
You can now use Maya's Sets feature to apply rendering over-rides to multiple objects at once. This allows you to override any attributes that exist on the objects that are members of the set, which means you can affect a large amount of objects without changing the properties for each individual object. This will be useful if you have a number of objects that you wish to group together so you can make the same changes to the way they render.
- **Displacement**
This is now fully supported, allowing true displacement mapping rather than bump mapping where required.