

Ticket	Summary	Component	Owner	Priority	Version	Created
#2391	strong bump mapping produces specular faceting artifacts	arnold	alan	critical	3.3	3 months
#2416	bump mapping epsilon is too big for some scenes	arnold	alan	critical	3.3	2 months
#2405	reduce artifacts at bin boundaries in blue noise SSS point cloud construction	arnold	oscar	major	3.3	3 months
#2408	reduce numerical instability in pixel-length estimate for adaptive subdivision	arnold	marcos	major	3.3	3 months
#2412	'#' should be allowed in quoted string attributes	arnold	ramon	major	3.3	3 months
#2418	Plugins with .sog extension are not automatically loaded	arnold	angel	major	3.3	2 months
#2422	sg->Ns should not include autobump	arnold	ramon	major	3.3	2 months
#2426	Fix dark lines in SSS when 'sss_threaded_sample_distribution' is false	arnold	oscar	major	3.3	2 months
#2428	Crash when using a shader which is not a shader	arnold	oscar	major	3.3	2 months
#2442	polygon_midpoint SSS skipping faces of axis aligned grids	arnold	alan	major	3.3	2 months

Ticket	Summary	Keywords	Component	Owner	Priority	Milestone
#2465	Node names containing spaces should be wrapped in quotes when written to .ass	3.3.13.1	arnold	angel	major	3.4
#2474	light samples sometimes traveling through solid objects	mill, 3.3.13.1	arnold	alan	major	3.4

Ticket	Summary	Keywords	Component	Owner	Priority	Milestone
#2574	Flickering with "blue_noise_Pref" SSS sample distribution	dd, 3.3.13.2	arnold	oscar	critical	3.4