

## 3.2.2.0

### Milestone 3.2.2

#### Enhancements

- **Reflection/refraction exit colors in standard shader:** It is now possible to specify an exit color other than black for reflection or refraction rays that reach their respective maximum depth. Four new parameters have been added: (trac#1801)

```
% kick -info standard | grep exit
RGB          reflection_exit_color      0, 0, 0
BOOL         reflection_exit_use_environment  false
RGB          refraction_exit_color    0, 0, 0
BOOL         refraction_exit_use_environment  false
```

- **Configurable AOV names in standard shader:** You can now change the AOV name strings in case the default values are not appropriate. This is controlled by eight new string parameters: (trac#1804)

```
% kick -info standard | grep aov
STRING      aov_direct_diffuse      direct_diffuse
STRING      aov_direct_specular     direct_specular
STRING      aov_emission            emission
STRING      aov_indirect_diffuse    indirect_diffuse
STRING      aov_indirect_specular   indirect_specular
STRING      aov_reflection          reflection
STRING      aov_refraction          refraction
STRING      aov_sss                 sss
```

#### Bug fixes

#1802	standard shader: remap range of diffuse_roughness to [0,1]
#1803	gobo rotation should be motion-blurred