

3.3.12.0

Milestone 3.3.12

Enhancements

- **Added disp_padding to set displacement bounds:** The displacement bounds are now set with the disp_padding attribute of the polymesh node. Previously, this was set via the disp_height parameter, which was also used to set the amplitude of displacement, causing confusion and even rendering artifacts in some cases. (trac#2399).
- **Adaptive subdivision fixes:** A bug has been fixed in the flatness-based adaptive subdivision code, and as a result the renderer now produces more stable tessellations in animation, and more accurately reaches the target subdiv_pixel_error set by the user. This has the apparent effect of reducing the number of polygons, because the old, buggy code was over-tessellating. (trac#2330)

Bug fixes

Ticket	Summary	Component	Owner	Priority	Version	Created
#2330	adaptive subdivision artifact in flatness mode	arnold	alan	major	3.3	2 months
#2393	alpha channel shouldn't have random dithering in 8/16-bit output	arnold	marcos	major	3.3	2 weeks
#2396	NaNs coming from `AiLightsGetShadowMatte()`	arnold	alan	major	3.3	12 days
#2398	procedural expansion time stats are broken	arnold	marcos	major	3.3	10 days
#2402	SSS log messages should not appear at minimum verbosity	arnold	marcos	trivial	3.3	5 days