

0.5.0.dev

Release Date

October 16, 2014

This version uses the Arnold 4.2.1.2 core.

Download links

https://downloads.solidangle.com/c4dtoa/C4DtoA_v0.5.0.dev_win.zip
https://downloads.solidangle.com/c4dtoa/C4DtoA_v0.5.0.dev_darwin.zip

NEW FEATURES

- Displacement workflow redesign
- Volumetric object
- Supporting C4D Subdivision Surface object
- Support for animated textures

IMPROVEMENTS

- IPR performance improvement
- Change progressive refinement sampling levels, added level +1

FIXES

- Crash when closing C4D on R16 OSX
- 2D Bump Map in Arnold Material crashes C4D
- IPR crash when removing Sky object
- Wrong render when cloning instancer with nested objects
- Arnold Material preview is not created when IPR is active
- No motion blur render with Cloner and Effector
- Arnold parameters tag on C4D environment object
- Crash when cloning an Arnold Procedural object
- IPR crash when copy an object with a standard shader
- Deformation with a Cloner / Array rendered wrong
- Glitches in IPR when changing color profile

NOTES

- Rendering volumes is much slower in R15 than in R16, we're trying to find out why