

4.2.10.2

Milestone 4.2.10.2

Bug fixes

Ticket	Summary
#4911	Rare numerical precision artifacts causing noisy bumpmapping
#4914	UDIM tile selection needs to handle bad barycentric coordinates
#4918	Incorrect render with matte surfaces behind volumes
#4921	Deep EXR: preserve float or RGB ID values when tolerance is zero
#4924	Hostname missing in the logs on some Linux distributions