

4.2.7.5

Bug Fixes

Ticket	Summary
#4737	Incorrect transformation for lights in motion blurred procedurals
#4744	Built-in surface AOVs disappear inside atmosphere shader
#4746	Single channel alpha mismatch in deep driver for volumes
#4753	BVH motion count in stats is wrong
#4763	Occasional crash when curves generate invalid normals
#4768	Fix ray differentials in free mode
#4749	Renaming output in kick fails when a camera is specified in the output