

5.0.1.1

Bug fixes

- #5981 Incorrect melanin absorption values for wide gamut rendering color spaces
- #6089 Deep EXR output of light path expressions missing volumes
- #6094 Artifacts in lat long skydome_light
- #6095 Fresnel discontinuity in diffuse term when texture is connected to specular_color
- #6097 Subdiv: duplicate vertex index in face causes crash
- #6116 Warn that images will be watermarked if license authorization fails
- #6124 Mesh light crashing when provided non-mesh node