

Turtle Release Notes

Illuminate Labs AB

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Turtle 3

Version 3.0.0.10 (2006-07-18, svn 2564)

Bugfixes

Fixed problem making workstation licenses invalid for internal batch rendering.
Fixed problem with texture coordinates not being correctly aligned when baking.

Fixed problem causing non existing layers being rendered when batch rendering files with referenced geometry.

Fixed some issues with bumpmapping using multiple uv sets.

Fixed crashbug when using 3d motion blur.

Fixed problem when reading 16bpp TGA files.

Version 3.0.0.9 (2006-05-22, svn 2414)

Bugfixes

Fixed problem with automatic bake resolution giving incorrect texture sizes.

Fixed FG appearance of Cloud 3D texture.

Made the photon map intensity for directional lights independent of scene size.
Changed exr-naming convention (now it uses layername.R for the red channel etc.).

Fixed problem with light source shaders not getting unique shader names (problem with instanced lights).

Fixed problem with spot light texture projection.

Made the tangent space calculation more maya conforming.

Raytrace bias is now 1e-5 times scene size by default.

Improved look of edges on glossy objects.

Enabled use of ray trace max depth.

Allow reflections inside refractions. Also fixes ilrDielectricShader.

Made turtle behave more like maya in total internal reflection cases.

Fix for problem with multiple uvsets and large scene.

Made sure the surface transfer saves alpha in images.

Fixed problems with light sources uv-projection.

Added reloading of settings when batch rendering externally with layers.

Fixed bug with depth-layer and baking to IFF.

Removed memory leak in shading system.

Fixed crash bug in vertex baking, when object doesn't have a uv point per vertex.

Fixed bug in bake layer UI.

Fixed bug with imagePlanes that limited the image texture path to 256 chars.

Fixed problem with nurbs and subd's without materials.

Fixed problem with large framebuffers and edgedilation.

Fixed Rendering artefacts when using spherical map env and the camera is placed in origin.

Fixed numerous special cases when rendering animations backwards and negative frame times.

Added workaround code for handling exr-files with broken tiles.

Added completeness check for texture cache files to make sure they contain all tiles.

Fixed bug with Obey Transparency in ilrOccSampler.

New features

Added support for using only photon map for indirect light on glossy rays.

Removed ppm output choice from GUI.

Added UV Selection roll-out to Surface Transfer.

Version 3.0.0.7 (2006-03-20, svn 2335)

Bugfixes

Fixed problem using displacement mapping and bump mapping.

Fixed bug with camera background color in baking.

Decreased loading time when using lots of shaders.

Removed problem with duplicating globals nodes when importing turtle files.

Fixed crash bug when baking stencil.

Fixed bug with area lightsources emitting light to surfaces behind it.

Updated processor count detection code for windows.

Stopped rendering image frames when "Precalc fg for animation" is enabled.

fixed premultiply to affect normal and batch rendering.

Fixed bug with PTM baking using reflective shaders.

Fixed problem with z-up in ibl.

Fixed bug with use background shader, image planes and large scene

New Features

Added support for premultiply alpha.

Improved edge filtering in baking and surface transfer.

Option to bake out illumination ptm.