

Turtle Release Notes

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Turtle 5, svn 5.0.0.5.5163

Bug Fixes

Fixed bug with UV set index order.
Fixed bug with Lua and Radiance Cache.
Resolution override for batch baking now works.
Added sample control for brute force RNM.
Vertex baking different meshes with the same name now works in 8.5 and 2008.
Fixed crash bug triggered by using different GI methods per ray type.
Updated the texture resampling editor with new file formats.
Various GUI bug fixes in Maya 8.5.
Fixed light leak problem with conservative rasterization.
Final Gather "Contrast Threshold" is moved from Advanced settings to Common settings.

Turtle 5, RC1, svn 5.0.0.3.5085

New Features

In Maya 2009, Turtle can bake vertex colors to instances.
Added support for Renumber Frames in animation frame rendering.
Lua pass baking can use the radiance cache to speed up renderings.
Improved anti-aliasing with much faster sampling in dark areas.
The vertex bake blending in Turtle has been improved.
Rendering from all renderable cameras in batch render command just like Maya does.

Bug Fixes

Fixed issues with final gather when using it with a higher depth than 1. Turtle will now generate less secondary fg points.
Made the Path Tracer and Monte Carlo integrators more robust and easier to use.
Fixed bug with threading and prepasses.
Monte Carlo integrator now works as secondary integrator.

Fixed bug with Monte Carlo integrator and emissive materials.
Fixed bug with translucent materials and ray traced shadows.
Implemented same functionality for bake layer editor as in targets section on baking tab. Multi selection allowed etc.
Switch nodes now support nurbs and subd surfaces.
Fixed artifacts in gather preprocess where reflections and transparency contributions were not attenuated properly.
The "Scale and Texture Size" editor updates the spreadsheet when the current bake layer is changed.
Fixed usability issues with point cloud bake editor.
Fixed bug with the projection node and procedural textures.
Fixed bug in IFF image output causing Z depth to never be written.
Fixed Gauss filter in path tracer.
Improved Turtle compatibility with child attributes in shading networks.
Fixed SH sphere visualization.
Fixed Dynamic Photon Map to have the same intensity as in Turtle 4.
Removed "Output Point Type" in the Point Cloud Bake Editor since it was no longer used.
Change in HW shader. The "default" uv-set (0) is used now instead of "current" uv-set for textures without uv-chooser.
Fixed som bugs in Turtle user interface.
Fixed bug with DOF rendering if Turtle attributes where missing.
Fixed better checks for invalid triangle indata.

Turtle 5, Beta 3, svn 5.0.0.1.4945

New Features

Support for Linux and Mac.

Bug Fixes

Hw-shader works better with SH.
Visualize in Model view crash bug fixed.
Hw-shader works with complete names and not just shape names.
Fixed batch rendering in 2009.
Initial command line rendering support.
Fixed issue with batch rendering an poly color per vertex.
Locked default Turtle nodes. Otherwise Optimize Scene might remove them.
Turtle attributes stays rolled out after rendering.
Fixed double loading issue with shelves and Maya 2009.
Ignore Self Occlusion is back in ilrOccSampler

Turtle 5, Beta 2, svn 5.0.0.1.4837

New Features

A new feature for attenuating Final Gather rays has been added, supporting Falloff Attenuation and Occlusion Attenuation. Occlusion Attenuation is very useful for giving more contrast and depth to the lighting.
Improved occlusion function in the Occsampler.
Reintroduced the ilrPolyColorPerVertex shader.

Bug Fixes

Transform nodes for point cloud shapes are updated from point cloud file only on load/reload of point cloud, not on scene load.
Bake selected shapes in the point cloud editor now works.
Fixed light leakage/fg problem.
Fixed problem with fg and dielectric shader.
Fixed bug with vertex color assignment.
Temporary fix for not overriding the Maya render globals.
Fixed crash when loading a radiance cloud from 4.1.
Fixed bug in with Turtle Spread Sheet in Maya 8.5.
Fixed crash bug with renaming an object connected to an ilrHwBakeVisualizer node.
Fixed crash bug on attribute editor updates in 32-bit Maya 2009.
Fixed problem with vertex baking when Bake Alpha is disabled.