

OctaneRender® for Maya® Release Notes

[OctaneRender® for Maya® 3.06.4 - 11.10](#)

Released on 10 October 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Octane Daylight value set to default

Please note that the motion blur improvement would be embedded on the refactored version to be released in the near future

[OctaneRender® for Maya® 3.06.4 - 11.9](#)

Released on 26 September 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Autodesk Maya 2018 support with stable 3.06.4 Engine
- Fixed VDB channel selection drop-down.
- Fixed crash bug while opening Maya nhair
- OSX installer is now compatible with Autodesk Maya 2016, 2016.5, 2017 and 2018
- Few quick bug fixes

Please note that the motion blur improvement would be embedded on the refactored version to be released in the near future

[OctaneRender® for Maya® 3.06.4 - 11.7](#)

Released on 03 July 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented new engine 3.06.4
- Fixed motion blur on MASH Instanced objects.
- Fixed GMH2 plugin crash in Maya IPR/Render
- Now we can use **Copy/paste** to duplicate the shading network and **Ctrl + d** to duplicate any selected nodes
- Bug fixed for:
 - Jo's - Instanced MASH object MB [[viewtopic.php?p=316646#p316646](#)]
 - Cyrillweiss- Also made Copy/Paste as shortcut [[viewtopic.php?p=315781#p315781](#)]
 - Gianca's - GMH2 hair bug [[viewtopic.php?p=315881#p315881](#)]

[OctaneRender® for Maya® 3.06.2 - 11.6](#)

Released on 08 June 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Urgent fix on Maya freeze
- Fixed Octane light's "power" animation issue on batch rendering
- Bug fixed for:
 - Renmaxhb & Cyrillweiss

[OctaneRender® for Maya® 3.06.2 - 11.5](#)

Released on 06 June 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented New Engine 3.06.2 SDK integrated [LiveDB crash fixed]
- Fixed different render results on duplicate material
- Minor improvements on MaterialID and ObjectID
- Bug fixed for:
viewtopic.php?p=314671#p314671

[OctaneRender® for Maya® 3.06.1 - 11.3](#)

Released on 24 May 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented New Engine 3.06.1 SDK integrated.
- Implemented Octane VDB file support in Maya
- Implemented IES distribution visualization in Maya viewport
- Implemented color picking support for Light node
- Implemented Octane menu bar
- New improved Maya viewport support - (DirectX, Legacy, and V2.0)
- Label changes on Emission node similar to SA
- Fixed lost material on alembic files
- Fixed memory flush with duplicate nodes
- Fixed naming convention for Render passes, render layer and info passes.
- Bug fixed for:
viewtopic.php?p=313728#p313728
viewtopic.php?p=313519#p313519
viewtopic.php?f=110&t=61422

[OctaneRender® for Maya® 3.06 - 10.21](#)

Released on 11 May 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Urgent fix on texture load setting with reference object.
- Bug fixed for:
viewtopic.php?p=313153#p313153

[OctaneRender® for Maya® 3.06 - 10.20](#)

Released on 10 May 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Urgent fix on loading the material node.
- Adaptive Sample default value
- Bug reports:
viewtopic.php?p=311957#p311957
viewtopic.php?p=312520#p312520
viewtopic.php?p=312586#p312586
viewtopic.php?p=313008#p313008

[OctaneRender® for Maya® 3.06 - 10.19](#)

Released on 19 April 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- New Engine 3.06 integrated
- Minor fixes and label change...

[OctaneRender® for Maya® 3.06 \(test 4\) - 10.18](#)

Released on 04 April 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Lost material bug fixes using alembic and MB on...
- And minor improvements

[OctaneRender® for Maya® 3.06 \(test 4\) - 10.15](#)

Released on 27 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Postponed new internal MB features implementations to later feature-releases.
- Minor fixes...

[OctaneRender® for Maya® 3.06 \(test 4\) - 10.14](#)

Released on 27 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented motion blur step setting for detailisation tuning of internal motion blur.
- Implemented "mapped camera name" parameter for image textures to be able to map them to cameras different from the view camera.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.06 \(test 4\) - 10.13](#)

Released on 23 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

Quick-fix release.

- Lowered the min. value for adaptive exposure setting.

[OctaneRender® for Maya® 3.06 \(test 4\) - 10.12](#)

Released on 23 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented **3.06 TEST 4** engine support.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.06 \(test 3\) - 10.11](#)

Released on 22 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented volumes support in Octane animated scene export ("alembic inside" mode).
- Other fixes and improvements...

[OctaneRender® for Maya® 3.06 \(test 3\) - 10.10](#)

Released on 20 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Improved new baking feature performance.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.06 \(test 3\) - 10.9](#)

Released on 17 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Improved stability (lost materials or crashes after the "export with internal alembic node" happened).
- Optimized performance of baking input refresh in Octane image textures.
- Implemented workaround for Maya bug screwing up file translators in some cases.
- Implemented workaround for Maya bug screwing up UUID uniqueness for objects accessible in a scene.
- Other fixes and improvements...

[OctaneRender® for Maya® 3.06 \(test 3\) - 10.8](#)

Released on 16 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Improved baking speed of non-native nodes.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.06 \(test 3\) - 10.7](#)

Released on 15 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

Quick fix release

- Implemented on-the-fly baking of non-Octane textures. Now you can connect non-Octane textures to "bakingInput" attribute of Octane Image Textures. Keep in mind that this is extremely expensive back-to-CPU-rendering operation, especially with high resolution baking (which is performed on a CPU by the injected node plus Octane's translation processing). So your scene will spend more time to translate each frame, especially when there are many of such textures in a scene. Use it only if you desperately need some Maya textures (e.g. for procedural displacement)... I will optimize a speed a little bit in next releases, but it will not be a dramatical improvement 'cause most of this is spent by Maya's CPU rendering code, I will just force a lower baking resolution for Material Preview, swatches etc (which are working in parallel to your

interactive rendering).

Consider this a test-feature so far, as I can change some things in it. Don't use it for production scenes.

- Improved material converter "selected only" mode.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.06 \(test 3\) - 10.6](#)

Released on 13 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

Quick fix release

- Implemented a support of Bump/Normal maps in material converter.
- Minor fixes...

[OctaneRender® for Maya® 3.06 \(test 3\) - 10.5](#)

Released on 13 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

Quick fix release

- Added material converter tunings to global settings.
- Other MC improvements...

[OctaneRender® for Maya® 3.06 \(test 3\) - 10.4](#)

Released on 10 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

Quick fix release

- A few more fixes...

[OctaneRender® for Maya® 3.06 \(test 3\) - 10.3](#)

Released on 10 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- A couple of bug fixes and improvements...

[OctaneRender® for Maya® 3.06 \(test 3\) - 10.2](#)

Released on 09 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Fixed a crash when exactly 2 UV sets were used with motion blur disabled.
- Material converter improvements...
- Other fixes and improvements...

[OctaneRender® for Maya® 3.06 \(test 3\) - 10.1](#)

Released on 07 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- New **3.06 TEST 3** engine integrated.
- Implemented export of selected objects.
- Implemented rendering engine's level multiple UV support. The active one plus additional two of Maya's multiple UVs are now loaded into Octane engine.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.06 - 10.0](#)

Released on 01 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented support of **3.06t2** engine. See info about new features in 3.06 standalone threads.

Known issues:

- Triplanar texture is broken in **3.06t2** engine, so don't try to render it. It will crash.

[OctaneRender® for Maya® 3.05.3 - 9.41](#)

Released on 01 March 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Minor fixes...

[OctaneRender® for Maya® 3.05.3 - 9.40](#)

Released on 17 February 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Compression and half-float are now supported for non-compound exr too.

[OctaneRender® for Maya® 3.05.3 - 9.39](#)

Released on 16 February 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Minor fixes...

[OctaneRender® for Maya® 3.05.3 - 9.38](#)

Released on 08 February 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- **Quick fix release:** Implemented separate gradient processing for volume gradient nodes.

[OctaneRender® for Maya® 3.05.3 - 9.37](#)

Released on 07 February 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented a support of clay modes.
- Minor fixes...

[OctaneRender® for Maya® 3.05.3 - 9.36](#)

Released on 07 February 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented batch command line flags to use all local GPUs and all available network slaves.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.05.3 - 9.35](#)

Released on 02 February 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Added "All available slaves for batch" setting to Octane globals. Allows the batch rendering process to occupy all available Octane render slaves, no matter which of them are enabled in the locally stored net-rendering setting. Disabled by default.

[OctaneRender® for Maya® 3.05.3 - 9.34](#)

Released on 31 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented support of Maya's camera film offset. It is now used instead of Octane's lens shift.
- Fixed issue with disabling network rendering in batch mode.

[OctaneRender® for Maya® 3.05.3 - 9.32](#)

Released on 30 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Minor fixes and improvements...

[OctaneRender® for Maya® 3.05.3 - 9.31](#)

Released on 27 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Improved gradient nodes to not assume the first non-existing color-array element (lost in previous versions after saving) to always be black. It will still be assumed black when opening the previous versions scenes, and converted automatically to an explicit black first color element (which now will not be lost after saving). Now gradient nodes are resistant to screwing up position values of different elements.
- + One more quick-fix: messing with position values when IPR is active is more robust now.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.05.3 - 9.29](#)

Released on 26 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Quick fix: gradient node UI regression.

[OctaneRender® for Maya® 3.05.3 - 9.28](#)

Released on 26 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Batch rendering mode now disables Octane network rendering if Octane is not chosen a scene renderer.
- Implemented the ability to connect textures to Octane gradient nodes.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.05.3 - 9.27](#)

Released on 23 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Fixed gradient texture bug.

[OctaneRender® for Maya® 3.05.3 - 9.26](#)

Released on 20 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Quick followup release: improved the new "use all GPUs" functionality; cleaning up UI...
- Other changes here: viewtopic.php?f=109&t=58846

[OctaneRender® for Maya® 3.05.3 - 9.25](#)

Released on 19 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented extended GPU settings support.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.05.3 - 9.24](#)

Released on 19 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Added region feather border width to render settings.
- Added "Use all GPUs" switch.

- Minor fixes and improvements...

[OctaneRender® for Maya® 3.05.3 - 9.23](#)

Released on 18 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Quick fix release: one more region render bug fixed.
- Other changes here: <https://render.otoy.com/forum/viewtopic.php?f=109&t=58787>

[OctaneRender® for Maya® 3.05.3 - 9.22](#)

Released on 17 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Relaxed the requirement of unique transform names for Maya versions including and later than 2016.
- Fixed the region rendering bug.

[OctaneRender® for Maya® 3.05.3 - 9.21](#)

Released on 12 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- New **3.05.3** engine.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.05.2 - 9.20](#)

Released on 11 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2016, 2016.5 and 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2015, 2016, 2016.5 and 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented older Maya versions support for Linux and OSX.

[OctaneRender® for Maya® 3.05.2 - 9.19](#)

Released on 08 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Fixed single image rendering bug.

[OctaneRender® for Maya® 3.05.2 - 9.18](#)

Released on 06 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Few stability fixes...

[OctaneRender® for Maya® 3.05.2 - 9.17](#)

Released on 05 January 2017

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- New **3.05.2** engine.
- Particles motion blur rendering is improved. Scenes having died/born particles must be rendered better now. Current rendering engine still has some issues, so some newly born particles may not be visible in some frames when MB is enabled. Died particles MB *export* is not supported in current version.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.05.1 - 9.16](#)

Released on 22 December 2016

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- New **3.05.1** engine integrated.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.05 - 9.15](#)

Released on 21 December 2016

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Particles animation export improvements...

[OctaneRender® for Maya® 3.05 - 9.14](#)

Released on 20 December 2016

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Added object layer color pass.
- Fixed MB shutter speed bug.
- Minor improvements...

[OctaneRender® for Maya® 3.05 - 9.13](#)

Released on 18 December 2016

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- New **3.05** engine integrated.
- Fixed render layers bug.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.05t4 - 9.12](#)

Released on 16 December 2016

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- New **3.05 test 4** engine integrated.
- Improvements in render passes handling.
- Fixed render crash while some specific passes enabled.
- Added "Merge unwelded vertices" attribute to mesh objects (affects non-global meshes only).
- Fixed hair rendering bug.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.05t3 - 9.11](#)

Released on 12 December 2016

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Fixed a rare UV-mapping bug.

[OctaneRender® for Maya® 3.05t3 - 9.10](#)

Released on 07 December 2016

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Fixed baking camera issues.

[OctaneRender® for Maya® 3.05t3 - 9.9](#)

Test release 07 December 2016

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Integrated **3.05 test 3** engine. The LiveDB bug must be gone now, as well as OSX batch rendering must be working now. This engine version tests rounded edges functionality changes.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.04.5 - 9.8](#) [Production]

Released on 05 December 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Fixed multimaterial crash in cases when some material gets deleted.
- Minor fixes and improvements...

Known issues:

- batch rendering on OSX is not working currently. This is Octane engine related issue, will be fixed in next SDK.
- Octane SDK **3.04.5** may crash sometimes when using LiveDB. Should be fixed with next SDK version.

[OctaneRender® for Maya® 3.04.5 – 9.7](#) [Production]

Released on 02 December 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Improved the virtual material consistency when rendered on different machines. This will work OK only in Maya versions starting from 2016, 'cause it uses some new functionality of it (the scenes must be saved from these versions too).

[OctaneRender® for Maya® 3.04.5 – 9.6](#) [Production]

Released on 01 December 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.99)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Reworked a way Octane UI is registered for AE, to eliminate conflicts sometimes with mentalRay etc.
- Made Octane virtual materials to be consistent when rendered on different machines.

[OctaneRender® for Maya® 3.04.5 – 9.5](#) [Production]

Released on 30 November 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Improved material converter to support imported [FBX](#) case.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.04.5 – 9.4](#)

Release 29 November 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented support of Maya's fluid "Auto-resize" feature. For those who uses it – the volume's wrong offset in some cases must be gone now.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.04.5 – 9.3](#)

Release 28 November 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- New 3.04.5 rendering core integrated.
- Fixed batch render bug.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.04.4 – 9.2](#)

Release 25 November 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Fixed Octane mesh attributes UI in Maya 2017.
- Fixed Maya 2015 crash.
- Minor fixes and improvements...

[OctaneRender® for Maya® 3.04.4 – 9.1](#)

Release 24 November 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- A couple of fixes and improvements...

[OctaneRender® for Maya® 3.04.4 – 9.0](#)

Release 23 November 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

CHANGES SINCE THE PREVIOUS VERSION

- Implemented the full support of 3.X engine features.
- Fixed some previously reported bugs.

[OctaneRender® for Maya® 2.26.1 - 7.20.5](#) [Last 2.x]

Release 23 November 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

Changes since the previous version

- Fixed a particle system export bug.
- Fixed a particle system crash.

[OctaneRender® for Maya® 2.26.1 - 7.20.4](#)

Release 16 November 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

Changes since the previous version:

- Implemented motion blur for "Reshapable" hair nodes.

[OctaneRender® for Maya® 2.26.1 - 7.20.3](#)

Release 14 November 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

Changes since the previous version:

- Minor fixes and improvements...

[OctaneRender® for Maya® 2.26.1 - 7.20.2](#)

Release 13 November 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

Changes since the previous version

- Implemented support of Maya's "archive scene" functionality for Octane nodes referencing files.

- Fixed coordinate space parameter in projection nodes.
- A couple of minor fixes and improvements...

OctaneRender® for Maya® 2.26.1 - 7.20.1

Release 11 November 2016

This release will work with:

- Maya® Versions 2015, 2016, 2016.5 and 2017 64-bit on MS Windows operating systems
- Maya® Version 2017 64-bit on OSX operating system (including and above 10.9)
- Maya® Version 2017 64-bit on Linux operating systems

Changes since the previous version

- New **2.26.1** rendering core.
- Implemented the asynchronous mode for LiveDB/LocalDB dialog. Now you can acquire multiple materials from DB not closing the dialog.
- Implemented support of different directories for LocalDB data, see the new setting in Octane globals. Current Octane core requires you restart a plugin to see the effect of this setting change.
- Improved displaying of Octane textures in Maya's viewport.
- Fixed default passes channels naming. Common layer IDs for multilayer EXRs are now used (same IDs as produced by standalone for multilayer EXRs) if no special names are set by a user.
- Fixed camera mapping functionality bug (wrong mapping on some geometry types).
- Minor fixes and improvements...

OctaneRender® for Maya® 2.24.2 – 7.24

Release 16 March 2016.

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- Quick fix, so using "File name prefix" in Render Settings or for command line rendering the "-im" flag does not produce a default file "OctaneRender_ALLpasses0001" anymore, but uses the intended naming

OctaneRender® for Maya® 2.24.2 - 7.23

Release 14 March 2016.

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- For Textures attribute power defaults to 1.0 now, see viewtopic.php?f=111&t=53049
- Default pass names for composite EXR are set when the respective field in render settings is left empty, see viewtopic.php?f=28&t=53067
- Suffix _passes (and for non composite EXR all separate pass names _****) is/are added before the framenummer, see viewtopic.php?f=110&t=53046

OctaneRender® for Maya® 2.24.2 – 7.21

Release 28 February 2016.

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- The Render passes section in the OctaneRender Settings is now structured the same as in the standalone version as pointed out by Jolbertoquini.

OctaneRender® for Maya® 2.24.2 – 7.20

Release 23 February 2016.

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- Implemented two different animated ORBX export modes:
 1. As a clean ORBX (the mode available previously). All geometry nodes will be accessible in standalone node editor after export. No vertex animation is exported (ORBX does not support vertex animation)..
 2. Scene will be packed into Alembic node and exported inside ORBX. The vertex animation will be exported (using Alembic). No geometry nodes are visible/accessible in standalone node editor

OctaneRender® for Maya® 2.24.2 – 7.19

Release 22 February 2016.

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- Fixed the “ncam” command line flag.
- Added the EXR-resolution setting to Octane “Additional” tab (16-bit or 32-bit).
- Added “Passes EXR channel names” tab to Octane settings. Needed to fine-tune for some applications expecting specific channel names in EXR for specific passes.
- Added “Ignore frame sequence bounds” to motion blur settings. If set – the full frames span will not be required for each motion-blurred frame.
- Fixed alembic export bug.
- Fixed “Before” internal motion blur mode bug.
- Minor fixes and improvements

OctaneRender® for Maya® 2.24.2 – 7.14

Release 10 November 2015.

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- Added “Save composite EXR file” setting to “Additional” rollout of Octane settings. If set – the multilayer image file will be saved, if not set – the separate files will be saved for each pass. In the case of subframe motion blur is enabled – always the separate image files will be saved.
- Added “Enable layers”, “Invert layers” and “Active layer ID” parameters to Octane batch render command line. You can use the command line now to batch-render different Octane object layers.
- Fixed OpenSubDiv sharpness bug: in some cases the setting did not affect the render result.
- Minor fixes and improvements

OctaneRender® for Maya® 2.24.2 – 7.13

Release 29 October 2015.

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- Memory usage improvements for animation translation.
- Fixed projection and transform loading from LiveDB for noise texture.
- Fixed visibility issues with instances groups.
- Minor fixes and improvements

OctaneRender® for Maya® 2.24.1 – 7.12

Release 14 October 2015.

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- New 2.24.2 engine.
- Fixed bug: Linux version didn't load.
- Fixed bug: sometimes crashed during IPR if resolution was decreased.
- Fixed bug: Noise texture not loaded from LiveDB.
- Minor fixes and improvements

OctaneRender® for Maya® 2.24.1 – 7.11

Release 22 September 2015.

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- Fixed bug: broken out-of-core functionality.
- Fixed bug: swatch generation regression in some nodes.
- Fixed the issue when Octane sun and lights got deleted by Maya's "Delete unused nodes" operation.
- Minor fixes and improvements

OctaneRender® for Maya® 2.23.2 – 7.10

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- New 2.24.1 engine.
- Silent mode is implemented in Windows installer. Use the "/S" switch for that.
- Fixed the bug: Z-up axis mode regression.
- Minor fixes and improvements

OctaneRender® for Maya® 2.23.2 – 7.9

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- Implemented OctaneRender support for the new Maya 2016 feature: Material Viewer. Remember that whenever your Octane live-rendering session is active – material viewer will not be refreshing.
- Fixed the bug: Octane panoramic camera didn't work correctly with the scene scale set other than 1.0
- Post processing pass is back.
- Minor fixes and improvements

OctaneRender® for Maya® 2.23.2 – 7.8

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)
- Maya® Version 2016 64-bit on Linux operating systems

Changes since the previous version:

- All Octane nodes now appear in new 2016 Hypershader search (TAB button).

- Added the light pass ID attribute to light nodes.
- Added “Constant topology” attribute to meshes. If it is not set for “Reshapable” mesh – Octane will not try to calculate the vertex motion blur for this mesh (if “Internal” motion blur mode is chosen).
- Now the plugin will use the vertices motion vectors for “Reshapable” meshes if the mesh has this data set (currently Maya sets this mesh data after being converted from fluids). This is for the “Internal” motion blur mode only. If this data is not present (mesh’s “Motion Vector Color Set” attribute) – Octane will try to calculate the inter-frames motion blur for this “Reshapable” mesh as usual.
- Minor fixes and improvements

OctaneRender® for Maya® 2.23.2 – 7.7

Test Release 1 July 2015.

This release will work with:

- Maya® Versions 2013.5, 2014, 2015 and 2016 64-bit on MS Windows operating systems
- Maya® Version 2016 64-bit on Linux operating systems
- Maya® Version 2016 64-bit on OSX operating system (including and above 10.8)

Changes since the previous version:

- Implemented the animated ORBX export.
- Implemented the support of new render passes.
- Fixed the bug: crashed after the rendering of frame as HDR image with passes.
- Fixed the multilayer EXR file saving during HDR image rendering.
- Fixed the Maya 2016-specific bug: problems with setting Octane node’s attributes when the attribute editors are opened both in the side-panel and in hypershader at the same time.
- Minor fixes and improvements...

OctaneRender® for Maya® 2.23.2 – 7.6

Changes since the previous version:

- Maya 2016 support is implemented.
- Fixed the Octane renderview resolution bug.

OctaneRender® for Maya® 2.23.2 – 7.4

Changes since the previous version:

- Fixed mix material “amount” value bug.
- Added scene export for OSX and Linux.
- Implemented camera mapping for Octane image textures (new “Camera mapped” checkbox).
- Implemented support of camera image planes. Remember that Octane is unbiased renderer so don’t expect all the image plane’s biased features implemented. All you get – the “real-world” textured diffuse panel, which acts like real-world object inside the scene. You can combine it with objects textured by the same image with “Camera mapped” checkbox set.
- Minor fixes and improvements...

OctaneRender® for Maya® 2.23.2 – 7.3

Changes since the previous version:

- New 2.23.2 engine.
- New “Cube map” camera modes added: now you can render different faces of cube map separately.

OctaneRender® for Maya® 2.23.1 – 7.2

Changes since the previous version:

- Added stereo mode for panoramic camera.

OctaneRender® for Maya® 2.23.1 – 7.1

Changes since the previous version:

- New 2.23.1 engine.
- Added the “Cube map” mode for panoramic camera.
- Brought back the kernel option “keep environment”.

- Minor fixes and improvements...

OctaneRender® for Maya® 2.22.2 – 7.0

Changes since the previous version:

- New 2.22.2 engine.
- Added “Set current for IPR” button to camera AE. We can’t use the standard Maya’s “IPR/IPR Render/” menu for that, as Maya always calls the “render stop” and then “render start” again with new camera, so all the geometry is reloaded every time in this case. This is the reason to use the Octane’s own button for this. You can use the command “octane -scc ” from scripts to switch camera during IPR.
- Added “Light pass ID” attribute to emission nodes.
- Added over-under stereo mode.
- Added option “Pixel aspect ratio” to the thin-lens camera node, which allows you to render to a non-square pixel format (like NTSC or PAL).
- Added option “Aperture aspect ratio” to the thin-lens camera node, which allows you to stretch/squash the DOF disc.
- Added pin “Keep upright” to the panoramic camera node. If enabled, the up-vector is kept at (0, 1, 0).
- Added option “Pano blackout latitude” to the panoramic camera node, which defines the minimum latitude (in spherical camera coordinates) at which the rendering is “blackout”, when stereo rendering is enabled. This is to avoid eye strain, when people try to look up or down at the poles.
- Don’t use the stereo mode anymore to disable stereo in the thin-lens camera, but the stereo output setting. This makes the stereo settings of the panoramic and thin-lens cameras consistent.
- Fixed particles instancer bug (rendered the same geometry instances when set to “Scatter”).
- Reworked the Octane’s presentation in hypershader mechanism. Now it does not have issues after stopping to use the Octane plugin. This new mechanism works in Maya versions starting from 2014.
- Reworked the Gradient Texture. Don’t switch the active critical projects to this major plugin version if you are not ready to re-set the Octane gradient textures in it.
- Minor fixes and improvements...

Quick-Fix version changes and fixes since last release:

- Fixed value limits in Octane transform nodes.