

# 3.70.01

**Date** – April 24, 2018

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## New Features

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- Support for Nuke 11.1
- VRayLightLinker: Support for light linking
- VRayTexRamp: Support for multipoint ramp texture
- VRayMtlHair: Support for hair shader
- VRayHairSampler: Support for hair sampler
- VRayCamera: Support for dome camera

## Modified Features

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- VRayProxy: Add flip axis option
- VRayProxy: Improve hair support with full viewport preview and per-object/per-id scenegraph
- VRayVRScene: Add support for global material override
- VRayVRScene: Add support for override snippet
- VRayRenderElement: Add possibility to customize Nuke layer name on VRayRenderElement node creation
- VRayTranslator: Automatically reuse the region of interest of the active viewer if enabled
- VRaySunSky: Add Filter color for Aerial Perspective
- VRayRenderer: Add console and file log verbosity control

## Bug Fixes

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- VRayCryptomatte: Fix rare cases of unidentified selected matte object in Cryptomatte plugin despite being available in the manifest string
- VRayProxy: Reloading a new proxy file does not update the viewport preview
- Animated parameters are not properly exported with single frame export
- Incorrect frame exported on animated parameter when motion blur is enabled
- Unwanted keyframe is created for animated knobs when linked or when modifying knob animation curve
- Missing light select render element with modified VRayCamera when rendering through command line
- Incorrect diffuse shading of textures with alpha channel used directly as geometry material
- Command line rendering of animated sequence with scene using LightSelect crashes after 1st frame