3.60.01

Date – September 19, 2017

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New Feature

- Support for Nuke 11
- Support for Full Light Select render element
- Support for Cryptomatte render element

Improvement

- Add control for VRayMtl opacity mode
- Rename Light Select labels and change default to "Full"
- Add texture tile type selector in VRayTexBitmap node
- Support for TexBitmap Filtering

Crash Fixes

- Adjust VRayMtlSSS user interface limits
- Changing the VRayProxy filepath knob does not render the newly loaded proxy
- Nuke Camera's animated focal length parameter is not exported in the VRscene
- Slow process exit
- Improve multi-renderer support
- Incorrect light_select channel is rendered on script load
- Switching light node connected to first input of Scene node crashes Nuke