

Project Lavina Beta, v0.2.0

Beta Release

Date - March 12, 2020

New Features

- Support for opacity maps in "clip" mode. Only bitmaps are supported
- Separate background option for camera rays instead of the "environment" color/image
- Importing of Dome light texture as Environment
- Navigation presets: Max, Maya, Sketchup
- "Run" when in Free-Look mode

Modified Features

- Improved rendering of refractive objects on reflective surfaces
- Improved light cache - it is cleared when a render setting is changed
- Improved animation experience: Scene, Walkthrough and Cameras mode
- Improved scene navigation experience
- Improved status bar

Bug Fixes

- Fixed denoiser silhouette artifacts
- Fixed collision enabled only in Free-Look mode
- Fixed undo action for some local space rotations