V-Ray Next for Unreal, update 1

Official Release

Date – May 28, 2019

New Features

V-Ray

- Support for Unreal Engine 4.22
- Toggle option for sky in VRaySunAndSky
- Option to remove local host from DR
- "Transfer Missing Assets" option in DR
- Progress report logging when computing long task
- Directional parameter in VRayLightRect
- Light options to V-Ray Lights - Affect Diffuse, Affect Specular, Affect Reflections
- Support for Specular Scale for Unreal lights

Modified Features

V-Ray

- Viewport rendering with Translucent shading model
- Speed and memory utilization when V-Ray Light Bake
- Support for Unreal shading models - Subsurface, Two Sided Foliage
- Support for Unreal expressions - Pixel Depth
- UI layout in V-Ray Settings and V-Ray Light Bake Settings

Bug Fixes

V-Ray

- Bug with lightmaps having offset
- Performance slow down during UV tree preparation in V-Ray Light Bake
- Crash in cooked games packaged in Shipping configuration
- Issues with metallic or highly reflective materials to appear black after V-Ray Light Bake
- Intensity mismatch between viewport and render when using Directional Light