

Cinema 4D R18 (SP2)

Change List – Cinema 4D / BodyPaint 3D – Service Release 18.039

ANIMATION

- Fixed an issue with Key Interpolation tab in the project settings

BODYPAINT 3D

- Fixed a stability issue with BodyPaint 3D

C++ API

- GeClipMap::GetFontDescription() now returns the correct value
- PythonLibrary::InitConstant() now returns the correct value

CHARACTER ANIMATION

- Fixed an issue with Morph Deformer Base Pose
- Fixed an issue with Visual Selector not scaling dropped icons
- Fixed a stability issue in the character animation IK system
- Fixed an issue with calculated offset of Parent constraint

COLOR CHOOSER

- Corrected a naming consistency issue with the Color Chooser's color swatches
- Color Chooser can now also pick screen colors on scaled high-resolution screens on Windows

DEFORMER

- Fixed an issue with a Bevel Deformer

DYNAMICS

- Fixed a stability issue with Dynamics when high number of objects is used

EXCHANGE (GENERAL)

- Fixed an issue with exporting COLLADA and reflectance
- Fixed an issue with DDS images on macOS 10.12
- Fixed an issue with BodyPaint 3D/Maya Exchange
- Fixed several issues with Update Merge
- Fixed a performance issue with the Substance plugin
- Fixed an issue with Substance plugin that caused artefacts

EXCHANGE (ALEMBIC)

- Fixed an issue with Hair object on export
- Fixed an issue with Subdivision Surface object on export
- Fixed an stability issue with Subdivision Surface object on import
- Fixed an issue with Camera Deformer used with exported camera
- Fixed an issue with exporting animations driven by effectors
- Fixed an issue with incorrect Normals
- Fixed an issue with export via Python script
- Alembic Vertex Color tags can now be read in XPresso

EXCHANGE (FBX)

- Fixed an issue with saving FBX file when exporting a compositing project file via the render settings
- Fixed an issue with FBX export of animated material color.
- Fixed a stability issue with FBX export
- Fixed an issue with FBX export/import of Subdivision Surfaces
- Fixed an issue with FBX export of scenes with an empty Subdivision Surfaces Weight tag
- Fixed an issue with FBX and reflectance
- Fixed an issue with FBX and nested Takes
- Fixed an issue with FBX export of scenes with Subdivision Surfaces Weight tags

EXCHANGE (OBJ)

- Fixed a stability issue with Alembic particles coming from Houdini
- Fixed an issue with false additional meshes on OBJ import
- Fixed an issue with incorrect Normals on rotating objects
- Fixed an issue with incorrect Normals when using the Boole object
- Fixed an issue with incorrect Normals when using the Subdivision Surface object
- Fixed an issue with incorrect Normals when using the Particle Emitter object
- Fixed an issue with Deformers on export
- Fixed an issue with Symmetry object on export
- Fixed an issue with Metaball object on export

HOUDINI ENGINE

- Updated Houdini Engine to version 15.5.632
- Fixed a performance issue with Houdini Engine

INTERFACE

- Fixed an issue with Text Spline
- Fixed an issue with Color Chooser interface
- Fixed an issue with Viewport
- Fixed an issue with wrong version number in the title bar
- Fixed an issue with MoText used in XRef
- Fixed an issue with MoText and kerning
- Fixed an issue with Material Manager
- Fixed an issue with scrolling
- Fixed a stability issue Powerslider and Fill command
- Fixed an issue with missing tabs in the Attribute Manager
- Fixed an issue with saving non-default positions of the Object Manager window

LICENSE SERVER

- Fixed an issue with RLM runtime license
- Fixed an issue with License Server

MATERIAL

- Fixed an issue with Reflectance Layer
- Fixed an issue with the Thin Film shader and transparency
- Fixed a stability issue with Reflectance user interface

MODELING

- Fixed several issues with Plane Cut tool and Gizmo handle rotation
- Fixed an issue with the Bevel Deformer
- Fixed several stability issues with the Loop Cut tool
- Fixed several issues with Line Cut tool and undo
- Fixed an issue with Line Cut tool and Spline Cut highlighting
- Fixed several issues with Line Cut tool control points
- Fixed an issue with Line Cut tool and missing cuts
- Fixed an issue with the Plane Cut tool on small geometry
- Fixed a stability issue with Ctrl+dragging of Line Cut tool control points
- Fixed an issue with the Bevel tool and partial rounding
- Fixed an issue with the Plane Cut tool gizmo
- Fixed an issue with the Line Cut tool and complex cuts creation
- Fixed an issue with the Line Cut tool and moving control points
- Fixed an issue with the Plane Cut tool gizmo and Auto Snap
- Fixed an issue with the Line Cut tool control points and clipping settings
- Fixed an issue with Line Cut tool snapping
- Fixed an issue with saving scenes with SDS weights
- Fixed an issue with the Plane Cut tool and workplane

- Fixed an issue with the Line Cut tool when performing several cuts from similar points on the mesh
- Fixed several issues with Line Cut tool and temporary cut
- Fixed an issue with the Plane Cut tool on small geometry
- Fixed an issue with Line Cut tool and N-gons
- Fixed an issue with the Line Cut tool and camera navigation
- Fixed an issue with Plane Cut Tool Highlighting
- Fixed an issue with the disconnected Line Cut tool control points
- Fixed a stability issue with the Line Cut tool
- Fixed an issue with Line Cut Tool and view clipping
- Fixed an issue with Spline Mask
- Fixed an issue with Line Cut tool when cutting from a view within an object
- Fixed an issue with Line Cut tool and view clipping
- Fixed an issue with Line Cut tool preview cut
- Fixed an issue with Spline Mask and converting splines
- Fixed an issue with Bevel tool when beveling points
- Fixed a stability issue with Plane Cut tool and multiple objects
- Fixed an issue with component display in OpenSubDiv
- Fixed a stability issue with Line Cut tool when splines are used for cutting
- Fixed an issue with Loop Cut tool and loop range
- Fixed an issue with Line Cut tool and dynamic guides
- Fixed an issue with Knife tools and Viewport Icons
- Fixed an issue with Line Cut tool and Spline Cut tool and re-using splines
- Fixed several issues with Line Cut tool and undo/redo
- Fixed several issues with Line Cut tool and spline cut highlighting
- Fixed an issue with Line Cut tool and generated splines
- Fixed an issue with Line Cut tool and Select Cuts option
- Fixed a stability issue with Line Cut tool and Spline Cut
- Fixed an issue with Bevel Tool and Ending option
- Fixed an issue with Poly Pen undo
- Fixed an issue with Line Cut tool and spline cut projection
- Fixed an issue with Line Cut tool temporary cut and Ctrl+dragging
- Fixed an issue with Bevel tool and Fixed Distance
- Fixed a stability issue with Plane Cut tool and preview cut movement
- Fixed an issue with Line Cut tool and Split mode
- Fixed an issue with Bevel tool leading to distorted results
- Fixed an issue with Line Cut tool in orthographic Views
- Fixed an issue with Loop Cut tool and Preserve Curvature preview
- Fixed an issue with the Line Cut tool and falsely created edges

MOGRAPH

- Fixed an issue with keyframe animated lights as MoGraph clones
- Fixed an issue with position inaccuracy of the Camera shader
- Fixed an issue with MoText and undo
- Fixed an issue with missing units in Push Apart interface
- Fixed an issue with empty dropdown list for clones
- Fixed an issue with Cloner object and light intensity when lights are made Child objects of the Cloner object
- Fixed an issue with MoSelection painting
- Fixed an issue with cloned lights and time offset
- Fixed an issue with incorrect Matrix numeration
- Fixed an issue with wrong scaling sizes using Cloner Enable Scaling to Polygon
- Fixed an issue with naming of multiple MoGraph Selection tags
- Fixed an issue with nested Voronoi Fractures and MoGraph selections
- Fixed an issue with Delay Effector and MoGraph Weight Paintbrush
- Fixed an issue with Delay Effector and MoGraph Selection
- Fixed an issue with Voronoi Fracture and images as Point Generator source
- Fixed an issue with Voronoi Fracture aligning points with shader
- Fixed a stability issue with Voronoi Fracture and Sample Mode set to Surface
- Fixed an issue with Voronoi Fracture and polygon center as creation mode
- Fixed an issue with Voronoi Fracture Selection tags
- Fixed an issue with Voronoi Fracture and Sort Result
- Fixed a stability issue
- Fixed an issue with animated Voronoi Fracture
- Fixed a stability issue adding Cloner objects
- Fixed an issue with Voronoi Fracture not using axis of polygon islands
- Fixed an issue with Voronoi Fracture not using polygon islands
- Fixed an issue with very large Voronoi Fracture objects
- Fixed an issue with Voronoi Fracture changing the shape of fractured parts

MOTION TRACKER

- Fixed an issue with the Object Tracker that kept it from solving when parts of the frame range had too few tracks
- Fixed an issue with the Lock View on Track(s) mode in the Motion Tracker
- Fixed a stability issue with the Motion Tracker
- Fixed an issue with Track creation the Motion Tracker that caused an offset

OBJECTS

- Fixed a Phong issue with the Figure object
- Fixed an issue with ObjectData particle modifier

ONLINE UPDATER

- Fixed an issue with missing images in the Updater

OPENGL

- Fixed an issue with Tessellation mode
- Fixed a stability issue with Material Preview

PYTHON

- Fixed an issue with CPyObject_FromDragtypeID
- Fixed an issue with GetTakeSelection()
- Fixed an issue with BaseObject.EvaluateSynchronizedRotation()
- Fixed an issue with Description.GetParameter()
- Fixed an issue with InitBakeTexture()
- Fixed an issue with CreateSubstanceShader()
- Fixed an issue with CallUVCommand()

POWERSLIDER

- Fixed a performance issue caused by missing texture libraries
- Fixed several stability issues with the Powerslider

RENDERER

- Fixed an issue with Color channel affecting Alpha channel
- Fixed several issues with artefacts in Soft Shadows
- Fixed an issue with Specular Multi-Pass
- Fixed an issue with progress bar during rendering
- Fixed an issue with artefacts appearing when using Hair, Irradiance Cache and Physical Renderer

SKETCH AND TOON

- Fixed an issue with Strokes pattern
- Fixed a stability issue with Commander

TAKE SYSTEM

- Fixed a stability issue with Take System camera
- Fixed an issue with Take System export
- Fixed an issue with lost Take System material links
- Fixed an issue with Take System material polygon selection

TEAM RENDER

- Fixed an issue with Team Render messages
- Fixed a stability issue with Stop Rendering in Picture Viewer
- Fixed a stability issue with rendering at high resolution
- Fixed a stability issue with Rendering character animation
- Fixed a stability issue with Stop Rendering in Render Queue

TEAM RENDER SERVER

- Fixed an issue with reordering jobs in web interface
- Fixed an issue with wrong time displayed in web interface
- Fixed an issue with job priority of Render Clients
- Fixed an issue with failed render jobs
- Fixed an issue with reordering jobs in web interface
- Fixed an issue with opening Team Render Server/Team Render Client
- Fixed an issue with Team Render Server/Team Render Client window

TEXTURE MANAGER

- Fixed missing context menu entries in the Texture Manager
- Fixed missing default directory for the Relink function of the Texture Manager
- Added support for textures of 3rd-party renderer
- Enhanced the functionality of the context menu in the Texture Manager
- Fixed an issue with backslash at the end of path names
- Fixed an issue with the redo function after clearing textures in the Texture Manager
- Defined a highlight color to point out the current focus element in a selection list in the Texture Manager
- Fixed an error in the menu structure of the Texture Manager
- Fixed an error in the Texture Manager, which allowed renaming the "No Layer" tag
- Fixed an error in the way the Texture Manager displays the frame range of animated textures
- Fixed a flicker of the preview image in the Texture Manager

TIMELINE

- Fixed several issues with Bubble Help in the Timeline

UV TOOLS

- Fixed an issue with UV Peeler helper lines

VERTEX COLOR

- Fixed several issues with Vertex Map shader OpenGL display
- Fixed a stability issue with vertex colors and the Connect command
- Fixed an issue with Paint mode being lost in Paint tool

VIEWPORT

- Fixed an issue with Viewport refresh
- Fixed an issue with Tessellation
- Fixed a stability issue with the Viewport
- Fixed an issue with wrong shading in Viewport
- Fixed an issue with Viewport filter

XPRESSO

- Fixed an issue with XPresso tags
- Fixed an issue with the spline GUI

OTHER

- Fixed an issue with moving Point Light and flickering shadows