Release Notes for Modo 17.0v2

Release Date

21st March 2024

OctaneRender Prime

Differences between the Prime and Studio+ versions of the plugin

- The Prime version is packaged free with the Modo 17 installers for Windows, Linux, and macOS Apple Silicon (ARM). It is not available in the macOS Intel (OSX) builds.

- Octane render requires an NVIDIA card to run on Windows or Linux, and Apple Silicon hardware on macOS

- The Studio+ version is purchased separately from OTOY via a subscription - https://home.otoy.com/render/octane-render/purchase/

- The Studio+ version has the following features that the Prime version does not:

  - Rendering on more than one GPU

  - Network Rendering

  - NVLink (connection between multiple graphics cards)

  - Octane LiveDb (material and textures library)

  - Integrated RNDR (cloud rendering). RNDR is still available for manual ORBX file uploads.

  - There is no Prime version of Octane Standalone, so if you want to render in Octane Standalone (for vertex motion blur - see below), you will need to purchase a Studio+ subscription. The

Demo version of Octane Standalone can also be used for rendering scenes exported from the OctaneRender Prime plugin.

OctaneRender for Modo (Prime and Studio+) Limitations

- Camera and Object (Mesh Transforms) are supported but Vertex motion blur is not - see https://render.otoy.com/forum/viewtopic.php?f=34&t=73940 for details and workarounds.

- Modo Shader Tree support is limited. Octane uses a node-based system to define materials, which is very different from Modo's Shader Tree. In general, you will let the plugin convert the Modo Material to an Octane Material when the render starts, and if the conversion needs adjustment, add an Octane Override to the Material Mask and make the adjustments with the Octane nodes in the Modo Schematic.

- Some Modo functions require additional scripts for support. For example, rendering out Render Passes. These scripts are available from https://render.otoy.com/forum/viewtopic.php?f=34&t=78755

Manual and Tutorials

- Manual - https://docs.otoy.com/ModoH/ModoPluginManual.htm

- Pixel Fondue OctaneRender tutorials - https://www.youtube.com/playlist?list=PLv8HciXoFYX9fGjqG0E4MwydTw9PGdTRp

FAQ

- How can I get up-to-date imformation on the plugin

  - See the forums at OTOY -> https://render.otoy.com/forum/viewforum.php?f=34

  - Join the Slack channel Foundry Modo -> octane-for-modo.

  - Join the Pixel Fondue Discord (which has Modo and Octane channels): https://discord.gg/QVChyuxrT7

- How often are the Prime and Studio+ versions of the plugin updated

  - The Prime version will be updated with at least each point release of Modo and sometimes during v-updates.

- The Studio+ version is updated more frequently, and is generally available for the latest Octane release

- Can I have the Prime and Studio+ versions installed at the same time

  - Yes, however only 1 kit can be enabled. The other needs to be disabled via the Modo Preferences menu

  - Starting with Modo 17.0v2, there is now an environment variable which can be set to disable loading the internal OctaneRender Prime plugin. Set `NEXUS_KITDISABLE=OctaneRender_ Prime`

  - Due to a bug in the Octane libraries, if both the external kit and internal kit are enabled on macOS Apple Silicon, Modo will crash on launch. In this case, first uninstall the external kit, then start Modo and disable the OctaneRender_Prime kit or use it. Or set up the environment variable described above.

- How do I report bugs?

  - Report bugs via the OTOY forums -> https://render.otoy.com/forum/viewforum.php?f=34

- How to I submit Feature Requests

  - Submit Feature Requests via the OTOY forums -> https://render.otoy.com/forum/viewforum.php?f=34

- How do I fix an issue where one of the plugin forms is not showing correctly, or Modo is crashing on startup

  - Delete your MODO[version].CFG files and restart Modo.

Improvements

Updates the OctaneRender Prime plugin to version 2023.1.2.199

Fixed Issues

ID 556293 - [PUBLIC] Layered Bump and Color maps are not rendering.

ID 563407 - Performance in playback is reduced compared to Modo 16.1 with this scene.

ID 563427 - macOS - Crash clicking in a 3d view with this scene.

ID 564969 - macOS: Crash loading this scene.

ID 565689 - Curve Extrude fails to generate geometry when Selection Type is set to Polygon.

ID 566539 - Remove the Cache Deformation preference until the feature is reimplemented.

ID 567328 - Hang aborting render of this scene.

ID 485863 - [PUBLIC] Edge Chamfer creates holes when using mitering on border edges.

ID 515726 - [PUBLIC] When the UDIM Indicator is enabled, elements in the 3D viewport cannot be selected.

ID 518597 - UV Move and Sew is flipped in some cases.

ID 534571 - Using Poly Haul Extrude mode on a keyhole polygon leaves a polygon behind.

ID 553264 - Morph maps cause flicker and a vertex normal lag in the viewport.

ID 565412 - Selected Item Drawing issue.

ID 565431 - The Mesh Cleanup process does not finish even after reaching 100% with this mesh.

ID 565925 - Search for a Texture Locator by using F over the Shader Tree crashes.

ID 566531 - PolyHaul Offset leaves a triangle at the start of a falloff.

ID 567340 - UV map edits are not updated in the viewport.

ID 567342 - Editing the UVs using vertex mode doesn't update the UVs.

ID 567376 - Crash when selecting all Transform Effectors and using right-click > Normalize.

ID 567730 - Loop Slice issue with symmetry in edge selection mode.

ID 567742 - Hang when moving elements in the item list.

ID 568169 - Crash using Symmetrize on two meshes at once.

Known Issues

ID 290325 - Hiding the opengl view renders incorrect material smoothing in Octane

ID 485334 - [PUBLIC] Add Layer dropdown menu can disappear on Linux

ID 494064 - SceneItemListener ChannelValue does not fire as many events when swapping passes to / from the "None" pass

ID 543114 - Viewport not refreshing with mop booleans

ID 551467 - Multires scultping slower in vo/main

ID 552969 - [macOS] AVP performance is much lower with Line Antialiasing: Full for some scenes

Workaround: Set the Line Antialiasing to Off for improved performance.

ID 556425 - Show Label is slower then 16.1v8

ID 556427 - Showing Dimension is slower then 16.1v8

ID 556747 - Lag of VO and small mouse input scale

ID 557046 - [PUBLIC] Item Shaders attached to items do not work correctly and can become unstable.

Workaround: Move the Base Shader below and then back above the Base Material.

ID 557091 - The Geo from curves kit in 17 is unstable

Workaround: To turn off Illumination, in the Viewport (o)ptions > Visibility, first enable Lights, then disable Illumination, and finally disable Lights.

ID 557451 - Light Illumination and Show Lights settings should be independent from each other.

ID 557959 - Select by UV Seam (Selma kit) only updates properly when UV view is used

ID 558969 - [PUBLIC] Projected textures on one mesh causes rendering issues with the textures on another.

Workaround: In the Texture Locator properties change Front Culling from Cull Backfacing to any other option.

ID 559029 - 10000+ cubes scene results in low frame rate then in 16.1v8

ID 559465 - Selecting cuttlefish draws it's base shape

ID 559884 - Purge Unused Material misbehave in 170

ID 559924 - Mesh flickering when undoing a transform.freeze command

ID 560148 - Duplicating many dense items is a bit slower in 17 than in

ID 560245 - Performance drop loading this scene

ID 560330 - Error in displaying Subdivision in viewport

ID 560415 - Flashing of a base mesh and ghosted mesh

ID 560616 - Set weight map does not update texture values in real time

Workaround: Scrub the timeline to force an update.

ID 561025 - Errors on the Selections when Tools is active.

ID 561161 - Mesh stopped reacting to transformation

ID 561699 - [17.0] MODO doesn't apply the correct texture layer effect even though they are properly named and auto is enabled

Workaround: Manually set the effect for the layer or use Set Effects - Whole Tree.

ID 562162 - Curve and Stepped keys automatically change

ID 562751 - Render result using Fur Direction image map doesn't match to 16.1v8

ID 563046 - Motion Paths doesn't update when there are multiple motion paths in a scene.

Workaround: Remove Motion Paths from the items you aren't currently working with.

ID 563404 - The behavior of ignoring Japanese IME (Input Method Editor) input in the 3D viewport has been lost

ID 564059 - Higher RAM usage in this scene compared to 16.1v8

ID 564156 - Lag with selecting polygons

ID 564405 - Meshops updates for each layer separately one after another

ID 564406 - Scene from modo 16.x opened in 17.x doesn't preserve display overrides for locators

ID 564450 - UV lists doesn't refresh when deleting uv map.

ID 564474 - 17.0 renders this scene 50% slower than 16.1v8

ID 564536 - Could not draw Paint Mask correctly.

ID 564791 - [17.0] Statistics in the framebuffer are not showing renderpasses properly

ID 564811 - Undo command redraw issue

ID 564844 - [GoZ] zBrush transfers failling to open in Modo 17.0

ID 565296 - Mesh Fusion has issues with generating UVs

ID 565298 - MF - Airtight Final w/Parts and Airtight Final Item Parts are failing to display mesh correctly in 170

Workaround: Use any of the other 3 other Fusion Item Mesh Modes.

ID 565312 - Poor performance with particle sims v2

ID 565572 - Changing a frame on a timeline doesn't always update

Workaround: Click on an item in the 3d view.

ID 565723 - Crash in dynamics scene (using sh-kit)

ID 565751 - The animation set in Curve Sweep does not play correctly

ID 565754 - Hang of Modo with Soft Body simulation

ID 565902 - Advanced viewport doesn't show all RGBA textures on meshes with

ID 566093 - mpath crashes at the end of the first Iteration

ID 566183 - Transformations drawing errors in component mode

ID 566216 - hang/crash when deleting assemblies

Workaround: Use the Groups panel to delete sub-assemblies before deleting the root assembly.

ID 566305 - Subdividing meshes results in badly interpolated UVs

ID 566370 - Painting RGBA maps only shows the colours under the cursor

ID 566533 - Particle Paint doesn't work

ID 567054 - MODO hangs when parenting

ID 567092 - Crash editing particle plane in attached

ID 567225 - Using subdivide and then performing undo will cause graphical issues

ID 567309 - Selection of edges is not working with procedurals

ID 567321 - Crash of Modo simulating this scene

ID 567453 - Items transforms are interpert wrong way while Mesh-ops are edited

ID 567651 - Crash of Modo by adding Morph map

ID 567869 - This scene crashes when I use Fur Density map and try to render it in Octane

ID 567896 - [17.0] MODO needs to be force-quit if you delete the material M from the shader tree

ID 568176 - undo creates ghosting in avp simplified modelling when using polygon extrude

ID 568409 - Instancing will freeze modo in specific scene

ID 568526 - GL-Display switched off and on again, shows textures only after movement

ID 569149 - Selections on MeshOps don't draw

ID 569214 - [17.0} + [16.1} Baking crashes when Final Color Output and Alpha are disabled

ID 569233 - Random crashes selecting shader tree layers in this scene

ID 569319 - Unwrap tool bugged if all edges of mesh are selected (17.0 V1 V2)

ID 569437 - Weight maps created with Mesh-ops doesn't work with Fur

ID 569634 - Clicking on a Meshfusion-Object can cause a crash (for me zooming or rotating the cam in VP as well)

ID 569906 - [SDK] IntersectRay() function broken in View Object contexts (hang)

ID 572049 - Drop actions are broken in wireframe mode if Inactive as Active is turned on

Workaround: Turn off Inactive as Active or use Default view mode

ID 572059 - Paint selection doesn't work in wireframe mode if Inactive as Active is turned on

Workaround: Turn off Make Inactive Same as Active or use Default view mode

ID 572262 - PolyHaul Split is hanged up at 2nd click