

Cinema 4D R18 (SP1.5)

Change List – Cinema 4D / BodyPaint 3D – Service Release 18.028

License Server

- Fixed an issue with the RLM license server

Modeling

- Fixed a stability issue with the loop cut tool
- Fixed several stability issues with the line cut tool
- Fixed an issue with false control points of the line cut tool
- Fixed an interface issue with the plane cut tool
- Fixed an issue with the line cut tool that lead to destroyed meshes
- Fixed an issue with disappearing control knots in the line cut tool

Older Improvements in Previous Updates

Animation

- Fixed an issue with drag & drop of motion clips between motion layers

Camera

- Fixed an issue with focus distance picker
- Fixed an issue with camera crane orientation

Camera Reconstruction

- Fixed an issue with Camera Mapping tag

Character Animation

- Fixed an issue with joint selection and the Weights Manager
- Fixed an issue with blending weights
- Fixed an issue with falloffs of multiple Pose Morph Deformers
- Fixed an issue with renaming poses
- Fixed an issue with Parent Constraint and Frozen Coordinates
- Fixed an issue with undo of deleted Morph tag
- Fixed a refresh issue with selection only
- Fixed an issue with weight painting on selected joint
- Fixed an issue with Parent Constraint Record Optimized
- Fixed an issue with stepping Keys of Parent Constraints
- Fixed an issue with CMotion parameters of previous versions
- Fixed an issue with smoothing weights
- Fixed an issue with Constraints rotation order
- Fixed an issue with CMotion Parameter Position display in User Interface
- Fixed an issue with normalizing weights to 100% in Weights Manager
- Fixed an issue with Python code not being called in the Character Component tag
- Fixed an issue with mixing Point Level Animations with Pose Morph
- Fixed an issue with falloffs of multiple Pose Morph Deformers

Cloth

- Fixed an issue with the Cloth Collider tag
- Fixed an issue with the Iterations parameter when importing cloth objects

Color Chooser

- Fixed an issue with the naming of re-imported color swatch groups
- Fixed an issue when cancelling the process of saving a color swatch group

Content Browser

- Fixed an issue with the Content Library loading too slowly

Demo Version

- Fixed an issue with render settings in the demo version

Deformer

- Fixed an issue with UV/VU modes of the Surface Deformer
- Fixed an issue with Bevel Deformer

Exchange Alembic

- Fixed an issue with Alembic
- Fixed an issue with Alembic Export not supporting the Connect Generator correctly
- Fixed an issue with Alembic Export that caused Flipping Rotation values on animations where the negative values changed to positive values. 3° to -1° became 3° to 359°
- Fixed an issue with Alembic Ogawa export not supporting multiple particle groups

Exchange

- Fixed an issue with DPX format support
- Fixed an issue with DWG format support
- Fixed an issue with VRML format support
- Fixed an issue with Substance
- Fixed an issue with Substance
- Fixed an issue with texture animation
- Fixed an issue with DDS header support
- Fixed an issue with 'Send project back' for exchange
- Fixed an issue with OBJ and MoGraph Support
- Fixed an issue with the Maya BodyPaint 3D Plugin and added Maya 2017 BodyPaint 3D support

FBX

- Fixed an issue with Takes without animation in the scene
- Fixed an issue with Normals on import
- Fixed an issue with sub-takes
- Fixed an issue with Subdiv weighting
- Fixed an issue with the Symmetry object in combination with export
- Fixed an issue with Null objects in combination with export
- Fixed an issue with splines in combination with export

Hair

- Fixed an issue with Hair UVs
- Fixed an issue with Hair multi-pass support
- Fixed an issue with Hair object settings

Houdini Engine

- Upgrade from 15.0.313 to a newer H15 build (15.5.480)

Interface

- Fixed some issues with the interface
- Fixed an issue with kerning
- Fixed an issue with shortcuts in the Material Manager
- Fixed an issue with the User Interface Font on MAC OSX

License Server and Licensing

- Fixed an issue with RLM server shutdown
- Fixed smaller issues with the licensing system

Material

- Fixed an issue with the preview of gradients in material channels

- Fixed a stability issue when using more than one Proximal shader
- Fixed an issue with the UV scaling parameter of the Variation shader
- Fixed an issue with the reflectance properties of materials when merging scene files
- Fixed an issue with too long loading times for the Viewport preview of complex textures
- Fixed an issue with the preview size of grass materials
- Fixed an issue with the file name extension when saving materials

Modeling

- Fixed an issue with undo in kerning User Interface
- Improved handling of multiple selected objects when null objects are involved for some modeling tools
- Fixed an issue with deformed input splines and Spline Mask
- Fixed an issue with Spline Pen stability
- Fixed an issue with Spline Boole commands
- Fixed an issue with Spline tool's cut positions
- Fixed an issue with component visibility and OpenSubdiv
- Fixed an issue with Metaball's 'Solid' option
- Fixed an issue with surface preservation of Loop Cutter
- Fixed an issue with Line Cutter intersection points
- Fixed an issue with Plane Cut gizmo
- Fixed an issue with handle highlighting in Plane Cutter
- Fixed an issue with Loop Cutter in Path mode
- Fixed an issue with Loop Cutter User Interface
- Fixed an issue with highlighting in Plane Cutter
- Fixed an issue with Plane Cutter handling
- Fixed an issue with Scheme Color preferences
- Fixed an issue with Plane Cutter and hierarchies
- Improvements of memory usage of Open SubDiv adaptive mode
- Fixed an issue with Plane Cutter handling
- Fixed a Line Cutter issue when cutting on small geometry
- Added a Line Cut option for preserving N-gon curvature
- Fixed an issue with Line Cutter highlighting
- Fixed an issue with visible only line cuts
- Fixed an issue with Plane Cutter handles
- Fixed an issue with Line Cutter
- Fixed an issue with Spline Mask
- Fixed an issue with Vertex Normals
- Fixed an issue with Polygon Pen
- Fixed an issue with Poly Pen cuts
- Fixed a speed issue with Line Cut
- Fixed an issue with Line Cut undo
- Fixed an issue with Symmetry object
- Fixed an issue with Spline Cut
- Fixed an issue with the Spline Mask hierarchy
- Fixed an issue with the Line Cut tool when using shift+click on edge
- Fixed an issue with Viewport interaction of cuts
- Fixed an issue with undo after using the Line Cut tool
- Fixed an issue with edge loop selection by double-click
- Fixed an issue with the Loop/Path Cut tool in Use Edge mode
- Fixed an issue with slider of the Loop Cut tool
- Fixed an issue with yellow control points of the Line Cut tool
- Fixed an issue with the function of the Preserve Curvature Option of the Loop/Path Cut tool
- Fixed an issue with the function of the Bool object
- Fixed an issue with performance by using the bool object
- Fixed an issue with default parameter of cycloid object
- Fixed an issue with Phong Break selection out of bounds
- Fixed an issue with the Plane Cut manipulator
- Fixed an issue with the Symmetrical Cut option of the Loop/Path Cut tool
- Fixed a stability issue with bad SubDivision Surface weight data
- Fixed an issue with Line Cut and Spline Cut function
- Fixed an issue with the Line Cut tool when manipulating the control points
- Fixed an issue with the Line Cut tool by using a spline to cut
- Fixed an issue with the Line Cut tool when cutting multiple objects
- Fixed an issue with the Line Cut tool when Shift+click on a cut line
- Fixed an issue with Loop Cut and Preserve Curvature

MoGraph

- Fixed an issue with default settings in combination with Rigid Body
- Fixed an issue with hollow objects
- Fixed an issue with display of Clone attributes
- Fixed an issue with point generators
- Fixed an issue in combination with CMotion
- Fixed a refresh issue in combination with MoText
- Fixed cosmetic issues (among others with CMotion, the Point Generator and bounding boxes)
- Fixed an issue with unclean meshes
- Fixed an issue with material assignment
- Fixed an issue with material order
- Fixed an issue with normals
- Fixed a performance issue with undo and Fracturing
- Fixed an issue with Fracturing refresh
- Fixed an issue with Splines as source
- Fixed an issue in combination with MoInstance
- Fixed an issue in combination with Cloner object
- Fixed an issue with incorrect mesh being generated
- Fixed an issue of Fracture in combination with Voronoi Fracture
- Fixed an issue with hidden geometry
- Fixed an issue with Matrix object as source
- Fixed an issue with nested Voronoi Fracture
- Fixed an issue of Fracture in combination with Thinking Particles
- Fixed an issue with refresh
- Fixed an issue with MoGraph cache
- Fixed a double command entry
- Fixed a stability issue
- Fixed an issue in combination with Phong tag
- Fixed an issue with Point Selection tag
- Fixed an issue with incorrect mesh being generated
- Fixed an issue with reversed normals
- Fixed an issue with selection tags
- Fixed an issue with refresh
- Fixed an issue with Voronoi Fracture Sample Precision setting
- Fixed an issue with Voronoi Fracture naming of two input fields
- Added an Idea to Voronoi Fracture for additional points with duplicate sources
- Fixed an issue with fragments offsets
- Fixed an issue with Voronoi Fracture Point Generator and linear color space
- Fixed an issue with Voronoi update of painting MoGraph weights
- Fixed an issue with Water Shader used for Fracture Voronoi
- Fixed an issue with artifacts using a spline as source of Voronoi Fracture
- Fixed an issue with XRay on Fracture Voronoi source objects
- Fixed an issue with Voronoi Fracture and wrong Normals
- Fixed an issue with Voronoi Fracture with Splines as source
- Fixed an issue with Bevel tool on multiple objects
- Fixed an issue with the Kerning End value
- Fixed an issue with multiple MoGraph selections
- Fixed an issue with Matrix/Tracer and Swap command
- Fixed an issue with the naming of the MoGraph Weight node in XPresso
- Fixed an issue with Matrix in Object mode and Distribution in Edge mode
- Fixed an issue with cloner and different scaling in R17 and R18
- Fixed an issue with Align Clone actualization using a Matrix with Deformer as child
- Fixed an issue with Honeycomb orientation and precision
- Fixed an issue with offset and scaling
- Fixed an issue with MoGraph Weight tag response after double clicking the tag
- Fixed an issue with Honeycomb precision
- Fixed an issue with display of the cloner handles
- Fixed an issue with the MoGraph Grid Array
- Fixed an issue with MoGraph Cache import

Motion Tracker

- Fixed an issue with Viewport update
- Fixed a performance issue
- Fixed an issue with vector handles
- Fixed an issue with error handling in scene loading
- Fixed an issue with activation of Interface tab

- Fixed an issue with zoom
- Fixed an issue with 'Lock View on Tracks' when selecting another tracker
- Fixed an issue with pattern and search size
- Fixed a double command entry

Objects

- Fixed an issue with kerning of the Text object
- Fixed an issue with the handle of the Figure object
- Fixed an issue with Subdivision Surface – OpenSubdiv Catmull-Clark (Adaptive)
- Fixed an issue with the Physical Sky object – display of the moon
- Fixed an issue with the move tool while dragging

OpenGL

- Fixed an issue with Viewport Tessellation
- Fixed an issue with OpenSubDiv shader compiling
- Fixed an issue with OpenGL Reflection
- Fixed an issue with Tessellation performance
- Fixed an issue with MESA
- Fixed an issue with OpenGL strings
- Fixed an issue with OpenGL performance
- Fixed an issue with Viewport Reflections
- Fixed an issue with Viewport Specular
- Fixed an issue with OpenGL Tessellation scaling

Python

- Fixed some stability issue with Python
- Fixed an issue with BaseList2D.SetLayerObject()
- Fixed an issue with HyperFile.WriteFloat32()
- Fixed an issue with TextureTag.GetMaterial()
- Fixed an issue with InitRenderStruct

Renderer

- Fixed an issue with render preview
- Fixed an issue with visible Area lights shape
- Fixed an issue with Watermark and radiosity maps
- Fixed an issue with Reflectance and Picture Viewer Rendering
- Fixed an issue with GI artefacts and Physical Renderer
- Fixed an issue with rendering Fog
- Fixed an issue with Shadow Catcher Reflection
- Fixed an issue with artefacts in Watermark

Sculpting

- Fixed an issue with mesh Projection on high-resolution meshes
- Fixed an issue with sculpting on very dense meshes
- Fixed an issue with sculpting tools on low-resolution mesh
- Fixed an issue with baking RGB Tangent displacement maps without Round Geometry and Use Top Level
- Fixed an issue with baking RGB Tangent displacement maps
- Fixed an issue with baking displacement map from sculpt
- Fixed an issue with bad UV Layout

Sketch and Toon

- Fixed an issue with visibility of outlines
- Fixed an issue with time offset
- Fixed a crash on Sketch and Toon

Take System

- Fixed an issue with Take System

Team Render

- Fixed an issue with Team Render/Render Queue
- Fixed an issue with Team Render Server and FAQ
- Fixed an issue with Render Queue/Team Render and log file

- Fixed an issue with Render Queue/Team Render
- Fixed an issue with Team Render

Team Render Server

- Fixed an issue with Team Render Server/Webinterface
- Fixed an issue with Team Render Server/Webinterface and FAQ
- Fixed an issue with Team Render Server/Webinterface – description
- Fixed an issue with Team Render Server/Webinterface – job handling
- Fixed an issue with completing the rendering of animations

Texture Manager

- Fixed an issue with globalizing/localizing texture file paths in the Texture Manager

Timeline

- Fixed an issue with Timeline – treeview drag & drop

UV Tools

- Fixed an issue with UV projection on Subdivision Surfaces

Vertex Color

- Fixed an issue with Explosion Deformer
- Fixed an issue with Shatter Deformer
- Fixed an issue with Pressure default setting
- Fixed an issue with Vertex Map Shader used in Alpha channel
- Fixed an issue with painting on points clouds
- Fixed an issue applying Vertex Color on child objects of symmetry objects
- Fixed an issue with vertex colors displayed wrong in different viewport views

Viewport

- Fixed a stability issue
- Fixed an issue with updating Reflectance preview in Viewport
- Fixed an issue displaying maps, loaded in several Reflectance Layers in Viewport
- Fixed an issue displaying maps, loaded in Reflectance Specular in Viewport
- Fixed an issue displaying maps, loaded in Reflectance Fresnel in Viewport
- Fixed an issue selecting objects in parallel view
- Fixed an issue with moving, scaling and rotating in Viewport when multiple objects are selected
- Fixed an issue displaying objects with reflectance and reversed normals
- Fixed an issue with decreasing performance after replacing materials
- Fixed an issue with decreasing performance caused by material projection

XPresso

- Fixed an issue with Matrix2HPB node
- Fixed an issue with XPresso Node Layout
- Fixed an issue with renaming of XPresso nodes
- Fixed an issue with XGroups
- Fixed an issue with X-Pool presets
- Fixed a refresh issue with XPresso
- Fixed an issue with XPresso Math node
- Fixed an issue with XPresso strings
- Fixed an issue with Xpress Post effect node
- Fixed an issue with XPresso Python node

Other

- Fixed an issue with particle baking
- Fixed a stability issue when saving scenes with assets on OS X that include non-existing Windows paths
- Fixed an issue with the Standard Emitter
- Fixed an issue with watermarks
- Fixed a Cinema 4D loading issue on Mac Intel Skylake machines