

Cinema 4D R19 (SP2)

Change List – Cinema 4D / BodyPaint 3D – Service Release 19.053

ANIMATION

- Fixed a stability issue with polygon reduction and the Skin object
- Fixed an animation issue when interpolating between two identical Track values

BODYPAIN 3D

- Fixed an issue with 32-bit images
- Fixed an issue that caused projection painting to become corrupted
- Fixed a stability issue with projection painting in the Viewport
- Fixed an issue where texture selections always included the pole areas

CHARACTER ANIMATION

- Fixed a stability issue with selecting joints in the Weight Manager
- Fixed a synchronisation issue with color thumbnails in the Weight Manager
- Fixed an issue with color thumbnails in the Weight Manager
- Fixed an issue with highlighting a joint in the Weight Manager
- Fixed an issue with changing weight colors in the Weight Manager
- Fixed an issue with the Weight Manager's HUD mode
- Fixed an issue with Draw All Joints in the Weight Manager
- Fixed an issue with the Weight tool appearance in Viewport
- Fixed an issue with multiple Weight Expressions applied to a single object
- Fixed some issues with the selection of joints in the Weight Manager
- Fixed an issue with the filtering of weights in the Weight Manager
- Fixed a performance issue with character animation
- Fixed an issue with the Smooth mode of the Paint tool
- Fixed an issue with PSD correctional on rotated meshes
- Fixed an issue with the Paint tool when drawing vertex maps
- Fixed an issue with the Parent Constraint Expression
- Fixed an issue with the vertex map not being displayed properly on triangulated meshes with the Paint tool inactive
- Fixed an issue with deleting vertices
- Fixed an issue with the Lock mode of Weight Manager
- Fixed an issue with using Sculpting brushes on PSD morphs
- Fixed an issue with selections in the Weight Manager
- Fixed an issue where filtering in Joints List did not allow unselecting joints
- Fixed an issue with the Weight Manager's Mirror command

DEFORMER

- Fixed incorrect spelling in the Deformer object's settings
- Fixed an issue where Noise shaders have a different scaling when used as either falloff or shading source
- Fixed an issue with geometry errors created by the Correction deformer

DOODLE

- Fixed an issue with the maximum size of a Doodle object

EXCHANGE

- Fixed an issue with the Alembic tag generation when making Alembic Generators editable
- Fixed an issue with the Alembic generator conversion when using Current State To Object
- Fixed an issue with the display size of Alembic point clouds
- Fixed a performance issue with the Alembic Morph tag
- Fixed an issue with Alembic and Physical Motion Blur
- Fixed an issue with Alembic export
- Fixed an issue with FBX and animated Null objects
- Fixed an issue with SDS and FBX import
- Fixed an issue with FBX and light objects
- Fixed an issue with expression-driven animations and multiple Takes
- Fixed an issue with FBX and Dynamics
- Fixed a performance issue with FBX when exporting a scene using IK animation
- Fixed an issue with reversed order of objects when importing an OBJ
- Fixed an issue where unassigned materials were deleted after importing
- Fixed an issue with incorrect normals when flipping the Z axis of OBJ exports
- Fixed an issue with the OBJ export of LOD levels
- Fixed an issue with splitting by materials at OBJ import
- Fixed an issue with the progress bar staying active after OBJ export
- Fixed an issue with Normals vertices of exported OBJ objects
- Fixed an issue when using Send to ArchiCAD after first-time install
- Fixed some issues with Update Merge and Instances
- Fixed a stability issue that occurred with some older CPUs when loading textures
- Fixed an issue with displaying color profiles
- Fixed a stability issue with Picture Viewer when saving to AVI
- Fixed a rounding issue with codec data rates for media export

INTERFACE

- Fixed an issue with texture paths in the preferences menu
- Fixed an issue with the highlighting of icons having a cogwheel symbol for settings
- Fixed an issue with the icon color displayed incorrectly in the Attribute Manager
- Fixed an issue with the material icon displayed incorrectly in the Attribute Manager
- Fixed an issue with creating knots in a gradient

- Fixed an issue with creating new points on Spline Curves in the Attribute Manager
- Fixed an issue with the highlighting of the Project object icon in Rigging layout
- Fixed an issue with the icon of the Project object
- Fixed an issue with the icon palette of the Rigging layout
- Fixed an issue with the User Data's Range Slider
- Fixed an issue in the Sculpting preferences
- Fixed a typo issue in the information for the Add Motion Clip at ... command
- Fixed an issue with wrong Tooltips for the X and Y axis in the main toolbar
- Fixed a performance issue with several Path fields
- Fixed an issue with the buttons for managing output format presets in the Render Settings
- Fixed an issue with saving files too large to be written for their respective format

MATERIAL

- Fixed an issue with the Parallax Offset for Bump Maps
- Fixed an issue with an incorrect arrow icon being used in the Layer Shader UI
- Fixed an issue with the Flip Z (Blue) option for a Custom Normal Map in the Reflectance channel's Bump Strength settings
- Fixed an issue where Use Material Color was not greyed out correctly
- Fixed an issue with certain parameters of a Nukei material missing in the Attribute Manager
- Fixed an issue with certain parameters of a Mabel material missing in the Attribute Manager
- Fixed a render issue with the Tiles shader
- Fixed an issue where rendering reflectance caused artifacts

MOTION TRACKER

- Fixed an issue with Lens Profile and Motion Tracker

MODELING

- Fixed an issue with Viewport refresh when moving the camera and using LOD objects
- Fixed a performance issue on Mac OS when using LOD objects
- Fixed an issue with the Falloff Strength for Deformer objects
- Fixed an issue where the Selected Edge Size influenced the Live Selection preview
- Fixed an issue with the Symmetrical Cut option of the Loop/Path Cut tool
- Fixed an issue with the HUD slider of Loop/Path Cut moving out of the Viewport
- Fixed an issue with applying a Line Cut when switching from Single Line to Multi Line cut
- Fixed an issue with the preview functionality of Line Cut
- Fixed an issue where Line Cut used with Dynamic Guides left indelible guide marks in the scene
- Fixed an issue with the accuracy of Perpendicular Snap when using Line Cut
- Fixed an issue with the Knife tool not working correctly in orthogonal views when an object has been rotated
- Fixed an issue where Line Cut did not cut through all visible polygons in Parallel Camera mode
- Fixed several issues with the Knife tool in orthogonal views
- Fixed an issue with the Polygen Pen and Dynamic Guides

- Fixed a stability issue due to memory trashing when changing the Fracturing thickness
- Fixed an issue with Create Cap of nested Spline Masks
- Fixed an issue with the accuracy of Line Cut in Auto Snap mode when using Vertex Snap
- Fixed an issue with the Polygon Pen when creating Polygons on an existing mesh
- Fixed an issue with centering the axis when using Connect Objects
- Fixed an issue with selections of multiple object types when using Connect Objects + Delete
- Fixed an issue with the initialization of the Correction Deformer
- Fixed an issue with isolated points changing position when deleting polygons with Mesh Check enabled
- Fixed an issue with Polygon Reduction preventing Dynamics from working
- Fixed an issue with Undo of Polygon Reduction Generator
- Fixed an issue with an offset occurring when using Plane Cut with active Vertex Snap
- Fixed an issue with the Polygon Reduction Generator restarting calculation when putting Material on Object
- Fixed an issue with Materials not updating properly in Viewport when using Polygon Reduction Generator
- Fixed an issue with Polygon Reduction Generator when adding a Material to an object
- Fixed an issue with Phong Shading being used together with a Polygon Reduction
- Fixed an issue where Undo changed the selection order in the Object Manager
- Fixed an issue with Paint tool's Apply All function
- Fixed an issue with the Spline Pen when Spline Snap and Mid-Point Snap are enabled
- Fixed an issue with the Depth attribute of the Bevel tool
- Fixed an issue with polygon reduction and Joint Weights
- Fixed an issue with Connect Object for multiple Spline Objects
- Fixed an animation issue with the Polygon Reduction Generator
- Fixed some stability issues with Point Selection in Viewport
- Fixed an issue with Reverse Normals command affecting unselected polygons
- Fixed a stability issue with Angle Threshold of Bevel Deformer

MOGRAPH

- Fixed an issue with the depiction of the Frequency Graph in Sound Effector
- Fixed an issue with Sound Effector outputting wrong values in Peak mode
- Fixed an issue with incorrect values of the Frequency Graph in Sound Effector
- Fixed some issues with the Probe color in the Sound Effector's Probe settings
- Fixed an issue with undoing changes to the Sound Effector's Logarithmic setting
- Fixed an issue with multiple Sound Effectors in one scene
- Fixed an issue with the default settings of the Amplitude in Sound Effector
- Fixed an issue with editing the Probe Color in Sound Effector
- Fixed an issue with the scaling of the Frequency Graph in Sound Effector
- Fixed an issue with Sound Effector and Timeline
- Fixed an issue with redrawing the frequency graph after undoing a Sound Track deletion
- Fixed an issue with the color swatch of the Sound Effector's Probe color

- Fixed an issue where the Sound Effector's Decay attribute was ignored when rendering
- Fixed an issue with applying Reset to Default to the Sound Effector's Noise Falloff shape
- Fixed an issue with the Viewport not updating properly when changing a Deformer's Falloff settings
- Fixed a stability issue with Voronoi Fracture and Spline objects
- Fixed a stability issue when applying Soft Selection to the polygons of an object inside a Cloner object
- Fixed an issue with opening complex MoGraph scenes
- Fixed an issue with duplicating a Cloner object
- Fixed a stability issue with baking a MoGraph cache to file
- Fixed an issue with Handles being used to control the size/count of Deformer objects in the Viewport
- Fixed an issue with disappearing clones when using MoGraph Selection in Rectangle mode
- Fixed an issue with external MoGraph cache files when opening a scene
- Fixed an issue where clones in Object mode did not maintain their positions on the object while being deformed
- Fixed an issue with the Cloner object generating too many clones
- Fixed a stability issue with multiple stacked displacement materials
- Fixed a stability issue when clearing the loaded Sound Track in Sound Effector
- Fixed an issue with Deformers being used on Trace Paths
- Fixed an issue with Sources of Voronoi Fracture
- Fixed several issues with the Geometry Glue function of Voronoi Fracture
- Fixed an issue with the Autoupdate settings of Voronoi Fracture
- Fixed an issue with the consistent designation of the Voronoi Fracture's Falloff setting
- Fixed an issue with the Phong Angle in the Voronoi Fracture's Detailing setting
- Fixed an issue with Voronoi Fracture's Thickness setting
- Fixed an issue with Voronoi Fracture's Hull Only setting
- Fixed an issue with animating objects using Voronoi Fracture
- Fixed an issue with Voronoi Fracture using MoGraph Weight Maps
- Fixed an issue with Voronoi Fracture Detailing applied to scaled objects
- Fixed an issue with artefacts on intersecting meshes using Voronoi Fracture
- Fixed an issue with the Maximum Edge Length parameter of Voronoi Fracture
- Fixed some stability issues with Voronoi Fracture's Thickness setting
- Fixed a stability issue with Voronoi Fracture's Creation Method, Edge Centers
- Fixed an issue with Substance shader being used as Source for Voronoi Fracture
- Fixed an issue with Voronoi Fracture Detailing's user interface
- Fixed an issue with Shader Effector and Voronoi Fracture
- Fixed an issue with Voronoi Fracture and UV maps
- Fixed an issue with Voronoi Fracture's Time attribute in the Transform tab having no function
- Fixed an issue with Voronoi Fracture's Fix Points to Generator option
- Fixed an issue with Voronoi Fracture's seed setting
- Fixed a stability issue with the Random Effector and Voronoi Fracture

NON LINEAR ANIMATION

- Fixed a stability issue with Add Motion Clip

OBJECTS

- Fixed an issue with removing references of Instance objects
- Fixed an issue with the names of the objects created when making a Physical Sky editable
- Fixed an issue with saving a new city as location for the Physical Sky
- Fixed an issue with the Spherical Camera while using the Standard Renderer
- Fixed an issue with the Physical Renderer and lens distortion
- Fixed an issue with the Polygon Reduction Generator when moving/rotating objects in Model mode

OBJECT MANAGER

- Fixed an issue with the Delete Without Children command

OPENGL

- Fixed some issues with displaying reflections of multiple Area Lights in Viewport
- Fixed an issue with the exclusion of objects in Light objects
- Fixed an issue with Alternative Shadow Filtering in the Hardware Renderer
- Fixed an issue with Shadow Maps (Soft) and Infinite Light in the Hardware Renderer
- Fixed an issue with Depth of Field and Focus Distance in Camera object
- Fixed an issue with the visibility of materials in the Viewport when a Display tag is used
- Fixed an issue with videos being used as Background Image in the Viewport Settings

PICTURE VIEWER

- Fixed an issue when saving images in the Picture Viewer and Type is set to Selected Frames

PREFERENCES

- Fixed an issue with the Make Parameter Local command in the Viewport settings

PRORENDER

- Fixed a stability issue when rendering to Picture Viewer with ProRender
- Fixed a stability issue when rendering a high-resolution image with ProRender
- Fixed a stability issue with ProRender (Metal)
- Fixed an issue with ProRender HUD (Metal)
- Fixed an issue with rendering textures in the Bump channel in ProRender
- Fixed some stability issues with ProRender (Metal) rendering in high-resolution
- Fixed an issue with ProRender and Time Interval
- Fixed an issue with ProRender and camera animation
- Fixed an issue with ProRender Depth of Field and Project Scale
- Fixed an issue with Material Displacement and Selection tags in ProRender
- Fixed an issue with the ProRender Default Light option
- Fixed some issues with Displacement and Selection tags in ProRender
- Fixed an issue with Sky and removing the default HDRI image

- Fixed an issue with PBR Lights in ProRender
- Fixed an issue with cloned lights in ProRender
- Fixed an issue with the Correction Deformer in ProRender
- Fixed an issue with Normal tags and Normal Maps in ProRender
- Fixed an issue with ProRender and displacement used on Boolean objects
- Fixed an issue with ProRender Texture Baking
- Fixed an issue with metal and texture tiling in ProRender
- Fixed a stability issue in ProRender with very small Focus Distances
- Fixed a shading issue in ProRender with Normal maps
- Fixed an issue in ProRender with stackable displacement
- Fixed a stability issue in ProRender with multi-GPU mode
- Fixed an issue in ProRender with the Shader Effector
- Fixed an error in the ProRender Preview occurring with the Take System
- Fixed an issue with ProRender displacement
- Fixed an issue with the visibility of object axes when switching layouts
- Fixed some stability issues with ProRender
- Fixed an issue in ProRender with Displacement and stacked materials

RENDERER

- Fixed an issue with the visibility of lens effects in the Physical Renderer
- Fixed an issue with the maximum value of Custom Normal Map Strength of Reflectance
- Fixed an issue with the behavior of Alternative Shadow Filtering
- Fixed a stability issue with rendering scenes using the Multi-Shader
- Fixed a stability issue when rendering to Picture Viewer
- Fixed a stability issue when rendering Light objects placed inside a Cloner object
- Fixed an issue with the representation of the Thin Film Shader
- Fixed an issue with the default values of Photometric Intensity and Physically Based Lighting Intensity
- Fixed an issue where rendering Hair to the Picture Viewer caused black render results
- Fixed an issue with the Render Queue when rendering to a relative output path
- Fixed a stability issue with Render to Picture Viewer when Save is disabled in Render Settings
- Fixed an issue with Picture Viewer when rendering Dynamics with Physical Motion Blur

SDK C++

- Fixed an issue with the file creation date on macOS
- Symbol BITMAPBOOL_TOGGLEACTIVAION spelled incorrectly, now: BITMAPBOOL_TOGGLEACTIVATION
- Fixed range check of parameter controllerIndex being off by one on CReferencePSD::GetExternalController(), CReferencePSD::GetExternalControllerMatrix(), and CReferencePSD::RemoveExternalController()
- Fixed MultipassBitmap::AddChannel() always creating an 8-bit alpha channel – even if the bitmap has 16 or 32 bits per component
- Fixed an issue with MultiBitmap::Save(), when saving a layer in combination with SAVEBIT_ALPHA
- Added documentation for new BaseDraw::GetEnvironmentObject() and BaseDraw::GetSkyObject() functions

SDK PYTHON

- Changed spelling of Python Method to CalcVertexMap()
- Increased performance of PointObject.GetAllPoints(), PointObject.SetAllPoints(), PointObject.CalcVertexmap(), PolygonObject.CreatePhongNormals(), PolygonObject.GetAllPolygons(), PolygonObject.GetNgonEdgesCompact()
- Fixed SoundEffectorData.Sample() now correctly returns tuple(None, None) in case of failure
- Parameter "ar" of Description.GetParameter() and Description.GetParameterI() is now optional
- Fixed SoundEffectorCustomGui.SetGUIOwnerOverride() and SoundEffectorCustomGui.GetGUIOwnerOverride
- Fixed CAResourcePSD.GetExternalController() to correctly return None on wrong 'controllerIndex'
- Added function ActiveObjectManager_SetObjects()

SKETCH AND TOON

- Fixed a stability issue with Sketch material
- Fixed a stability issue with Clone Strokes of Sketch material

STEREO

- Fixed an issue with the Alpha Channel of Anaglyph renderings
- Fixed an issue with the visibility of the Stereo Camera in the Viewport

TAKE SYSTEM

- Fixed an issue with Sound Effector' settings in Take Manager
- Fixed a stability issue with MoText switched via Take Manager
- Fixed an issue with the Exclusion tab in Compositing tag
- Fixed an issue with Polygon Selection and Auto Take in the Take Manager
- Fixed an issue with Default Camera in the Take Manager
- Fixed an undo issue with Take Manager
- Fixed an issue with reloading Textures when switching Takes

TEAM RENDER

- Fixed an issue with Team Render missing plug-in for unsupported Render engines

TIMELINE

- Fixed an issue with the Timeline (Dope Sheet) on startup

VERTEX COLOR

- Fixed an issue with the Paint mode Vertex Color (Alpha) for the Paint tool
- Fixed an issue with Vertex Color (Smooth and Bleed modes)
- Fixed an issue with Apply All/Apply Selected of the Paint tool
- Fixed an issue with the Vertex Color tag's Draw Points Always function
- Fixed an issue with the Paint tool's Smooth mode
- Fixed an issue with Vertex Color Opacity and Hardness
- Fixed an issue with Paint tool painting a Vertex Map on a Point Cloud
- Fixed an issue with falloff when painting in Paint mode "Vertex Color (Alpha)"
- Fixed and issue with the Paint tool's Add and Normal Modes

- Fixed an issue with Vertex Color (Alpha) used with a Subdivision Surface Generator

VIEWPORT

- Fixed an issue with an incorrectly orientated HDRI viewport reflection
- Fixed an issue with the visibility of vertex colors in Viewport
- Fixed several issues with the Handles Filter in Viewport
- Fixed an issue with tinted border in Viewport
- Fixed an issue where disabled splines were still selectable in Viewport
- Fixed an issue with the Invert attribute of Falloff
- Fixed an issue with animating the Custom Color of Physical Sky
- Fixed an issue with negative Size values for the background image in Viewport Settings
- Fixed an issue with the display of Clamp Constraints in Viewport
- Fixed an issue with box shading

XPRESSO

- Fixed an issue where Use Spline in XPresso's Range Mapper produced incorrect results

OTHER

- Fixed an issue with removing Tasks from the To Do tag
- Fixed an issue with the Paint tool's Step setting
- Fixed an issue with installing plug-ins via environment variable from multiple paths
- Fixed a stability issue when an invalid preset has been created in Content Browser
- Fixed a stability issue with Team Render when saving 32-bit images in Picture Viewer