

v1.9.1 (August 30, 2022)

- Fixed issue where transform node was not created while generating Octane materials

v1.9.0 (June 27, 2022)

- Fixed an issue with how V-Ray loads bump textures

v1.8.9

- Fixed an issue with the converter not working with 3dsmax 2020, update 3

v1.8.4

- Updated all of the shaders with an improved setup, to provide a more consistent look between the different renderers

v1.8.2

- We've created an all new look with added functionality including:
- Custom set path button
- Refresh folder button
- Material list view
- Preview icons (if they are detected in the same sub-folder structures as the materials, which come default with every material downloaded from Poliigon)

v1.8

- General improvements to the shader setups

v1.7

- **Octane**; changed the Glossy BRDF model to GGX

v1.6

- Added support for subsurface scattering (SSS) maps in **Arnold, Corona, Redshift, Vray** and **Octane**

v1.5

- General improvements to the overall look of the shaders

v1.4

- General fixes

v1.3

- Updated displacement settings for **Corona**

v1.2

- Updated values for linear displacements
- Updated normal settings for **Redshift**

v1.1

- Added support for DIRECTION maps
- Updates to the **V-Ray** renderer settings