ARNOLD TO RADEON PRORENDER

CONVERSION REPORT

Version 1.00, 25 December 2018 (all reports)

This report summarizes results of tests made to convert Arnold nodes to Radeon ProRender nodes.

- **Software**: Maya 2018, Arnold 2018, RPR 2.5.245

- **Hardware**: Ryzen 1700x, i5 7500

SUMMARY

For the report, **91** Arnold nodes within **7** node groups has been tested in total. The results of conversion are as follows:

- **CONVERTIBLE**: **14 nodes** (**15%**), see details

- **PARTIALLY CONVERTIBLE**: **6 nodes** (**7%**), see details

- **NOT CONVERTIBLE**: **0 nodes** (**0%**), see details

- **RESEARCH IS NEEDED**: **71 nodes** (**78%**), see details

Currently, only a small part of Arnold nodes are converted by the script. In the near future, work will be carried out to investigate errors that were revealed during work. It is necessary to learn to convert the basic types of light sources and base materials like aiStandardSurface and aiDomeLight.

This is a continuous process of refining the formulas, to better match render results, as more testing provides more sample data. After we check and fix issues with the basic nodes, we'll continue with researching the remaining nodes, such as utilities.

Currently, we have several issues with how some of the values get converted. We found issues with lights, materials and camera conversion. We will increase the count of scenes for automation and manual testing.

REPORT DETAILS

In this report:

- What's New
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WHAT'S NEW

- Created 18 scenes for automation checking
- Created 8 complex scenes for manual checking
- Created the job in Jenkins for autotests
- Created HTML page for autotests summary report

SCRIPT LINK

The latest version of the conversion script: download script.

KNOWN ISSUES

The following JIRA issues affecting the conversion process were identified:

- Render view doesn't conform to resolution gate in viewport (RPRMAYA-880)
- Shadow catcher render with a lot of noise and sometimes gets bad results (RPRMAYA-801)
- Textures are being downscaled by supported standard Maya nodes (RPRMAYA-848)
- [Core] Artifacts when using Displacement (RPRMAYA-329)
- [Core]Sky System issue (RPRMAYA-147)
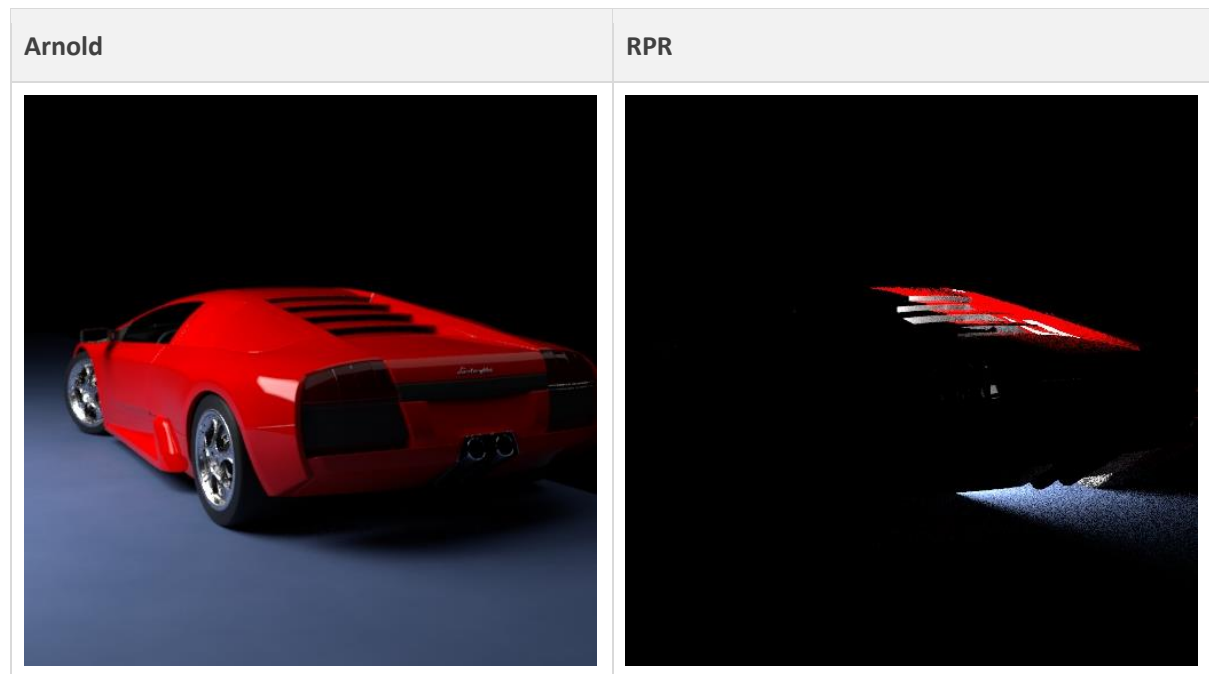
COMPLEX SCENES

Scene 1

Wood-scene-paint-FX.

Forest render with "god rays" light.

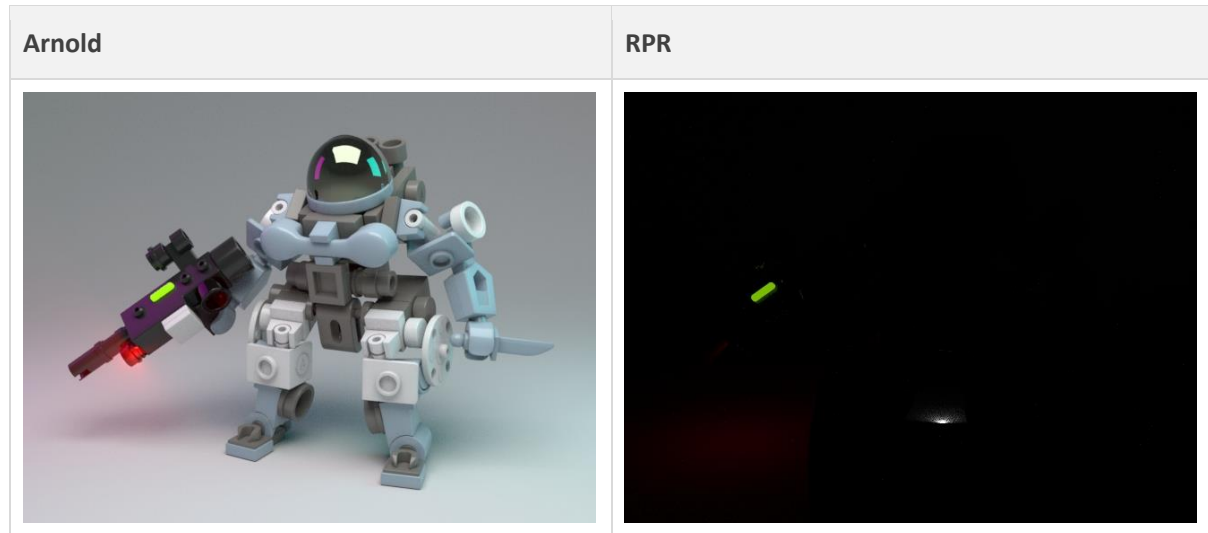| Arnold	RPR
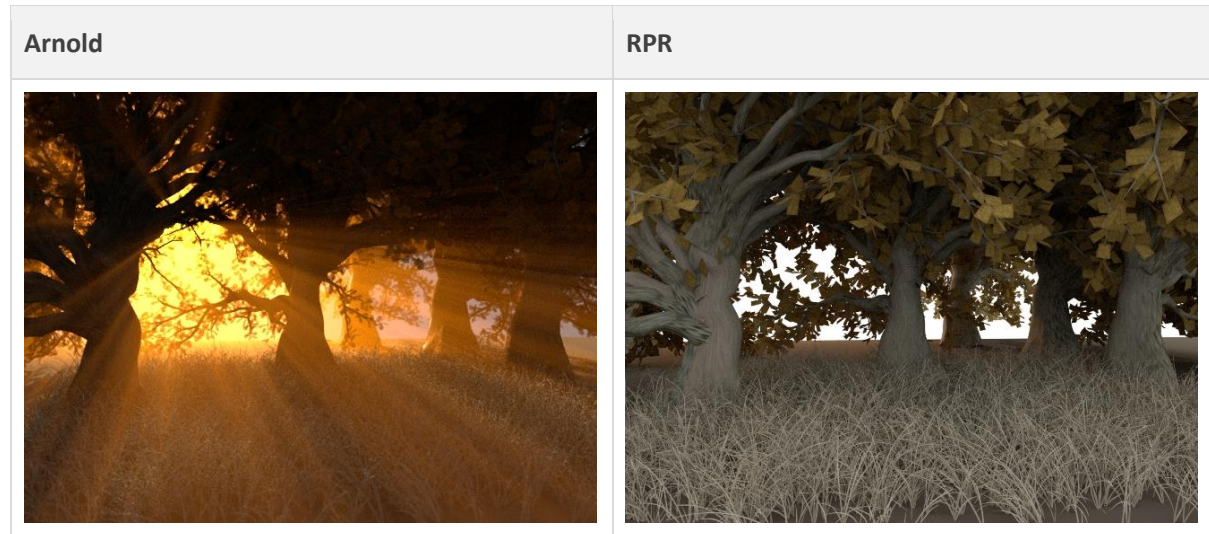
Scene 2

Studio-Rear scene.

Light conversion error/invalid RPR parameters.

Arnold	RPR

Scene 3

Toy-Space-Pirate-Studio_user-guide scene.

Light conversion error/invalid RPR parameters.

Arnold	RPR

Scene 4

Mesh-light scene.

The same issue with camera you could see in RS converter. RPRMAYA-880

Arnold	RPR

Prepared by: QA Team **Date**: 25-dec-18
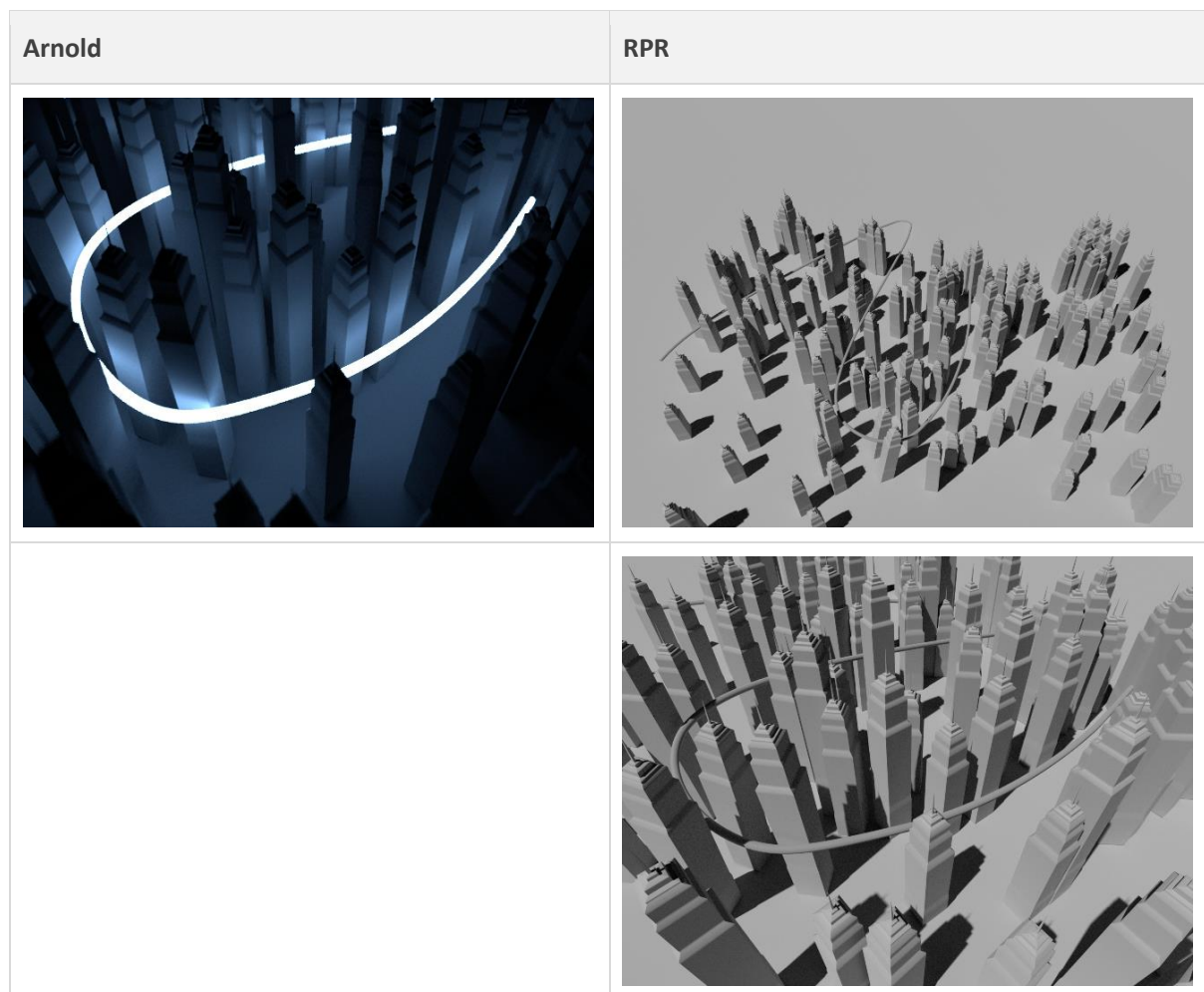
Scene 5

Room_user-guide scene.
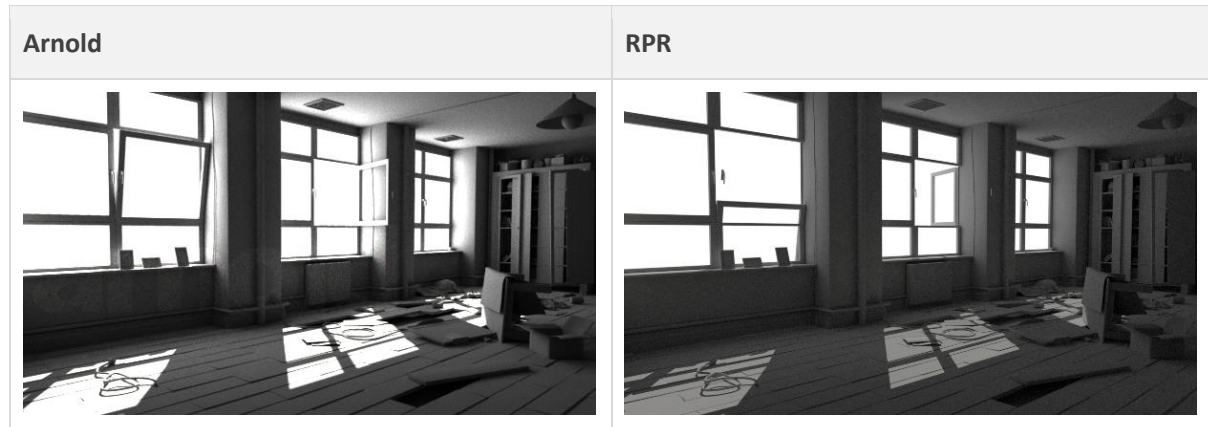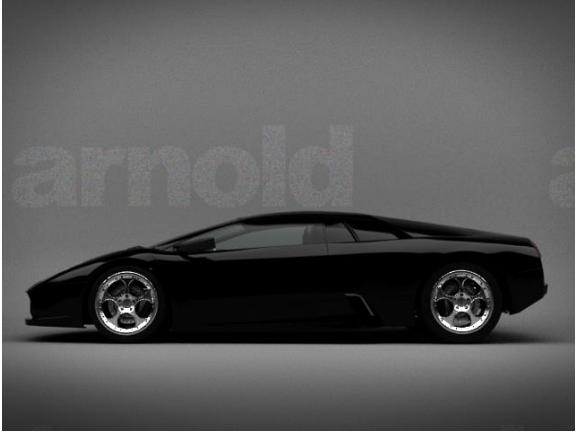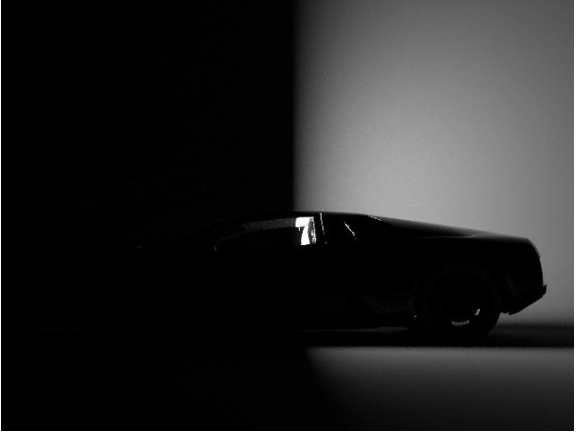
Arnold	RPR

Scene 6

Studio_Top scene.
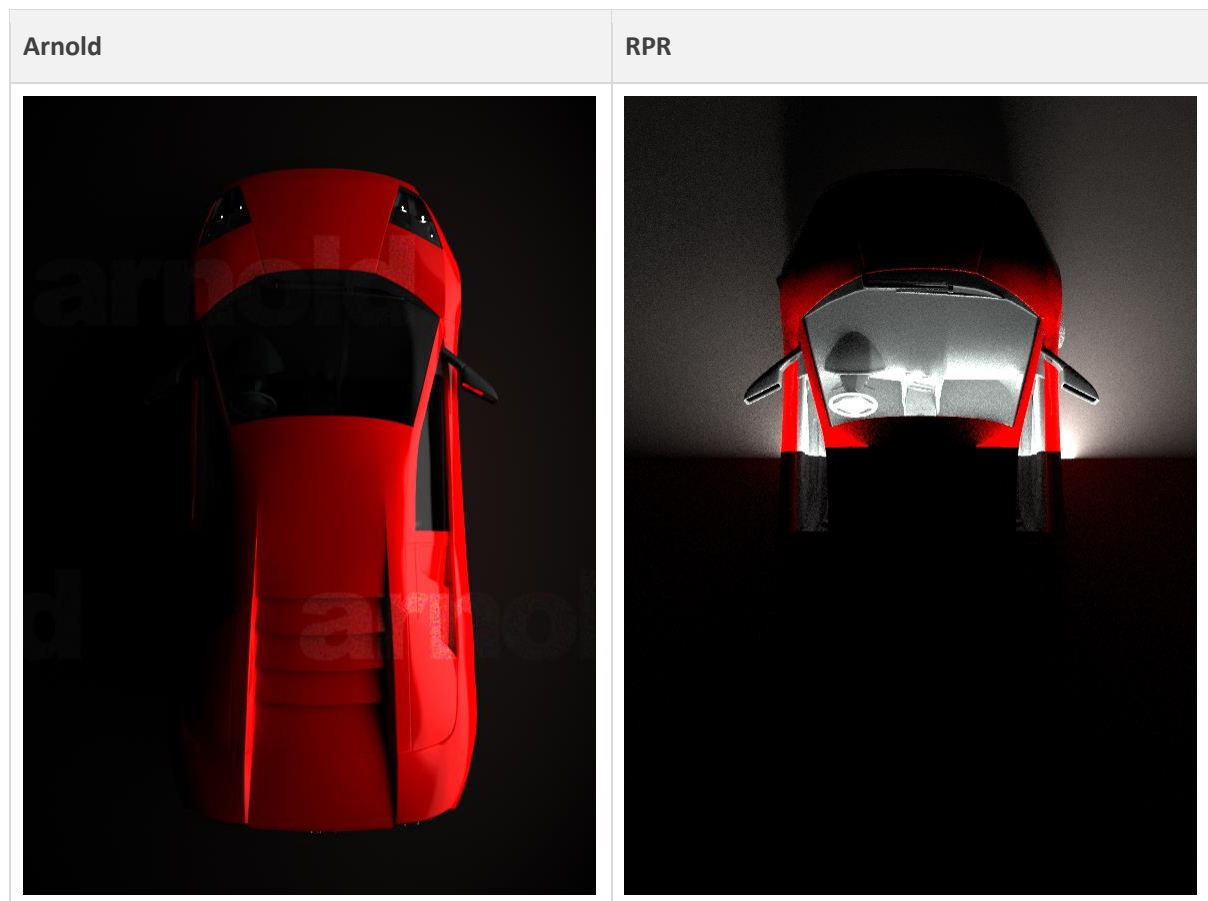
Arnold	RPR

Scene 7

Studio-Side scene.

Arnold	RPR

TEST REPORT LINK

For detailed comparison of rendered scenes, see Test Report.

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Login: rpruser
Password: rpruser2017
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Note that this is still the Alpha version of the report. The report includes 18 scenes.

CONVERSION STATUS BY NODE GROUP

Node Group	Total Nodes	Convertible	Partially Convertible	Not Convertible	Research is Needed	Details
Environment	2	2	0	0	0	Link
Files	5	2	0	0	3	Link
Filters	4	0	0	0	4	Link
Lights	6	3	1	0	2	Link
Materials	11	3	2	0	6	Link
Textures	6	0	0	0	6	Link
Utilities	57	4	3	0	50	Link
Total	91	14	6	0	71	Link