REDSHIFT TO RADEON PRORENDER CONVERSION REPORT

Version 2.25, 18 September 2019 (all reports)

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

- **Software**: Maya 2018, Redshift 2.6.41, RPR 2.6.335
- **Hardware**: GTX 980/GTX 1080TI (for autotests)

SUMMARY

For the report, **54** Redshift nodes within **7** node groups have been tested in total. The results of conversion are as follows:

- **CONVERTIBLE**: **12** nodes (**22%**), see details
- **PARTIALLY CONVERTIBLE**: **15** nodes (**28%**), see details
- **NOT CONVERTIBLE**: **27** nodes (**50%**), see details
- **RESEARCH IS NEEDED**: **0** nodes (**0%**), see details
- **TOTAL PROGRESS*: 54** Nodes **(100%)**

* The progress value reflects the number of supported nodes as a percentage of total nodes less inconvertible nodes.
The formula behind it is: ((convertible + partially_convertible +) * 100 / (convertible + partially_convertible + research_needed))

In this update, we finalized the Redshift conversion script by making some changes that increase the quality of conversion.

We upgraded conversion of complex bump graphs that use the BumpBlend and CarPaint nodes, so now they look much better now.

We now also convert standards nodes that make problems in RPR to stable nodes.

REPORT DETAILS

In this report:

HISTORY

v.2.25 — finalized the Redshift conversion script, upgraded conversion of complex bump graphs that use the BumpBlend and CarPaint nodes. Fixed conversion of standard nodes.
v.2.23 — finish redshift conversion script. Upgrade quality of SSS and Skin shader converting. We make Backplate conversion and adaptive sampling updates.
v.2.19 — Fixed bug with conversion color channels using nodes to each channel separately. Improve conversion speed, materials and nodes will not be converted repeatedly, rsCarPaint material conversion update
v.2.18 — Multiscatter SSS improvement, SSS updates.
v.2.17 — rsBumpBlender Mixing Ubers method, clamp irradiance fix, reflection fix.
v.2.16 — Improve normal map conversion in rsMaterial and rsArchitectural, Improvements of translucency conversion in rsMaterial, Fixed bug with unsupported nodes conversion, Fixed bug with temperature in RPRPhysical lights, Improve rsArchitectural conversion.
v.2.15 — Fix rsNoise conversion, Update setProperty func, Update rsMaterial Translucency conversion, finished rsSprite conversion, Finished rsNoise conversion, Alpha conversion in rsIncandescent material, Update opacity conversion in rsMaterial, rsBumpMap and rsNormalMap fixes, Render settings adjustment for Irradiance.

v.2.13 — Update opacity conversion, fix material & bump map conversion, Update rsColorLayer conversion. Fix bug with file color space, Global settings conversion. Mel -> Python.

v.2.12 — Intensity conversion in dome light, Intensity conversion in Redshift Environment, Update conversion of Fresnel modes in RedshiftMaterial.

v.2.11 — Fix displacement conversion in Redshift Material, Update image unit type conversion in physical light.

v.2.10 — Fix bug with channel converting, fix bug with creating extra materials.

v.2.09 — Fresnel mode & SS units mode conversion updates in RedshiftMaterial, Conversion of light units, Update conversion of color + edge tint mode in RedshiftMaterial, VolumeScattering update, Update conversion of metalness in RedshiftArchitectural, Multiscatter layers conversion update in RedshiftMaterial.

v.2.08 — RedshiftIESLight & RedshiftPortalLight conversion.

v.2.07 — RedshiftMaterial & RedshiftSubSurface conversion updates.

v.2.06 — RedshiftIncandescent conversion updates.

v.2.05 — RedshiftArchitectural conversion updates.

v.2.04 — Added the ability to re-convert scene.

v.2.03 — rsVolumeScattering conversion.

v.2.02 — ColorCorrection support. Update physical light & subsurface material conversion.

v.2.01 — Add bumpBlend support.

v.1.9 — Fix area light conversion.

v.1.8 — Opacity conversion in Redshift Material, rsColorLayer support.

v.1.7 — Fix bugs, deleting lights with transforms.

v.1.6 — Redshift Material Blender conversion, updated all material conversion.

v.1.5 — Clean scene from redshift (dialog).

v.1.4 — Ambient Occlusion, Fresnel support.

v.1.3 — Area light conversion.

v.1.2 — Link to Reflection conversion change in rsMaterial.

v.1.1 — IBL issue, Displacement conversion in rsMaterial.

v.1.0 — First version.

SCRIPT LINK

The latest version of the conversion script: download script.

CLOSED ISSUES

The following JIRA issues were closed on this week:

- [RPRTOOL-412] rsBump missing inputs avoidance (fix for (bad shading in some cases)
- [RPRTOOL-411] Carpaint modification
- [RPRTOOL-54] Standard color nodes conversion

COMPLEX SCENES

Scene 1

Office interior. Small scene with Sun and Sky, refractive materials, and procedural maps for bump and roughness.

Known issues:

1. We have noise in Bump now, but some of the mixing is still lost. To achieve a more clean result, we should avoid using standard nodes after conversion, so we need to convert them too [RPRTOOL-54]. This still won't bring floor roughness to the correct values. Needs additional research, as RPRBlendValue doesn't give an expected result when interpolating between two maps.
2. Highlights were reduced and tonemapper matched, but it seems that Redshift and RPR have two different methods for building GI.

Redshift	**Radeon ProRender v2.25**
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 2

Tank. Object render with displacement ground.

Known issues:

1. Barely visible displacement artifacts [RPRMAYA-329].
2. Reflections are a bit brighter, could be difference in color space for roughness maps. It seems that this issue covers this case: [RPRMAYA-947].

Redshift	Radeon ProRender v2.25
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 3

Mustang. Object scene with MatteShadow, VolumeScatter and Carpaint.

Known issues:

- Car Paint is converted but color mixing differs from the original due to a different falloff curve between RPR Fresnel and what Redshift uses.
- Shadow Catcher, volumes and refraction stacked against one another create extremely bad artifacts [RPRMAYA-891]. Same for reflections. [RPRMAYA-973].
- We need to catch diffuse and reflective rays with our Shadow Catcher to match the features [RPRMAYA-946].
- To better match colors, we need to add white balance conversion to the Tonemapper, but currently there is no way to match free color white balance from Redshift to temperature-based color in RPR.

Redshift	Radeon ProRender v2.25
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 4

Complex baked maps.

Redshift	Radeon ProRender v2.25
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 5

Simple interior, part 1.

Known issues:

1. Physical sky needs to have more brightness with conversion.
2. Portal lights are converted to area light with white color. Also the fact that Portal lights became Area lights causes a difference in reflections – area light planes are visible in reflections.
3. We have a bug with refractive surfaces [RPRMAYA-1356]

Redshift	Radeon ProRender v2.25
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 6

Simple interior, part 2.

Known issues:

1. More accurate CarPaint materials conversion is needed.

Redshift	Radeon ProRender v2.25
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 7

Shoes.

Known issues:

1. We need to look into standard Maya node used for background, Surface Shader. It looks like it causes some color differences when placed behind a lit plane with the Uber material. Maps in area light color could affect the result too.
2. It is possible we should prohibit the user to have semi-metallic materials after conversion. Redshift handles it differently, so it's possible we should convert materials with 0 < metalness < 1 as non-metallic with IOR set to match the effect.
3. We have a bug with the Blend material in Keyed Animation scene: [RPRMAYA-1361]

Redshift	**Radeon ProRender v2.25**
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 8

Small object render, lit by Physical Sun and area lights.

Known issues:

1. Translucent lamp cover doesn’t let the light out, needs adjustment in materials. Could that be expected behavior for Backscatter?
2. Reduced Clamp Irradiance value reduced the highlight visible through backscatter. We will try and find a way to make this effect less concentrated.
3. Grey color gets too light. Needs investigation.
4. Sun currently doesn’t get converted to the Directional light, TBD.
5. More powerful noise is visible here more than in the other scenes. Even after reducing the clamp irradiance value, it is still the case.

Redshift	Radeon ProRender v2.25
	

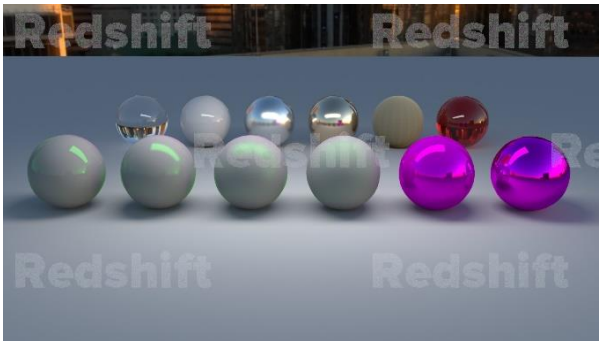
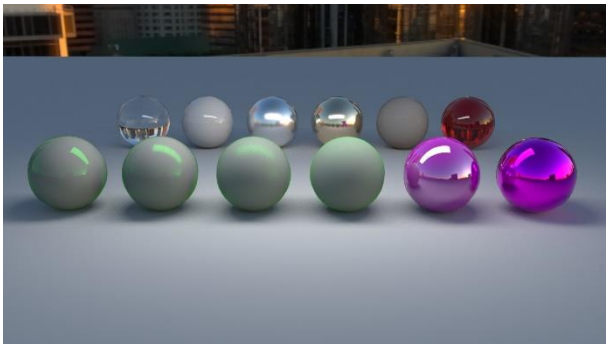
Radeon ProRender v2.23	Radeon ProRender v2.25
	

Scene 9

Shaderballs scene with color reflections and metalness variants.

Known issues:

1. Diffuse weight 0.5 gives a more saturated color in Redshift. Possibly expected behavior? As in scene 7, it'd probably be best to convert semi-metallic materials into non-metals with high IOR.
2. Material with the milky coffee preset is currently unsupported. We are researching ways to properly preserve colors and values for the extinction mode.

Redshift	Radeon ProRender v2.25
	
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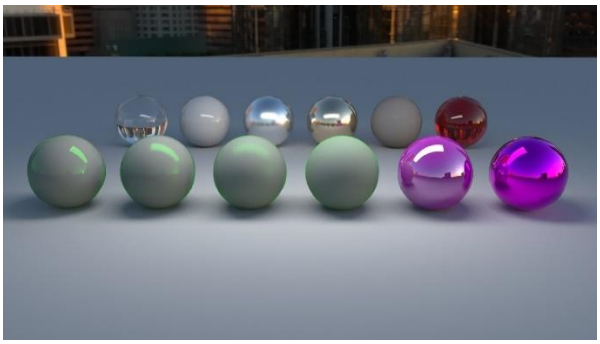
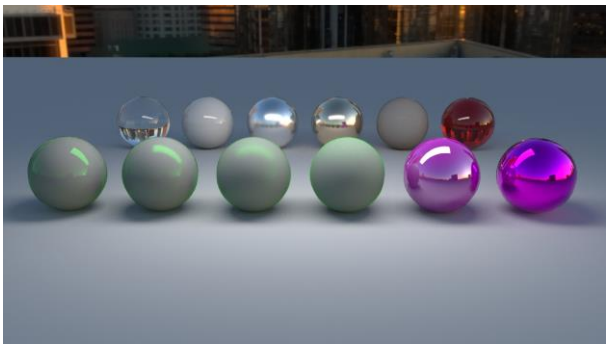
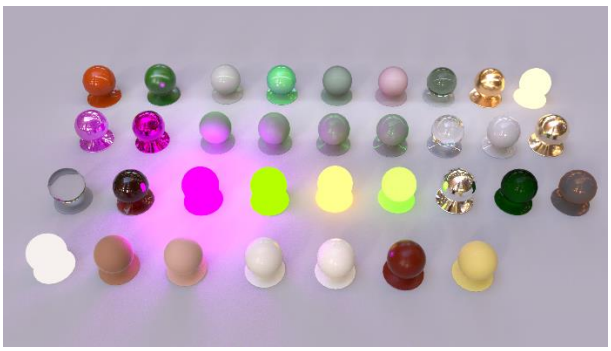
	

Scene 10

Shaderballs scene with a set of rsMaterials, CarPaints, Incadescents and Subsurface scatter materials, including materials from the previous scene.

Known issues:

1. Same as above, the extinction mode is not supported.
2. Subsurface materials have darker colors than they should, needs research for a proper formula.
3. Anisotropic effects in RS are more prominent than in RPR. Either an expected behaviour or we need value adjustment beyond inputs from RS. Needs research.
4. Backscatter, converted from rsArchitectural translucency, has a more bright color due to the fact that Translucency builds color on thickness but for RPR we use linear gamma-corrected mix.

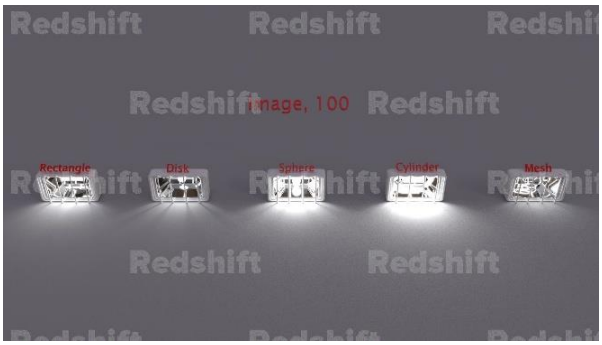
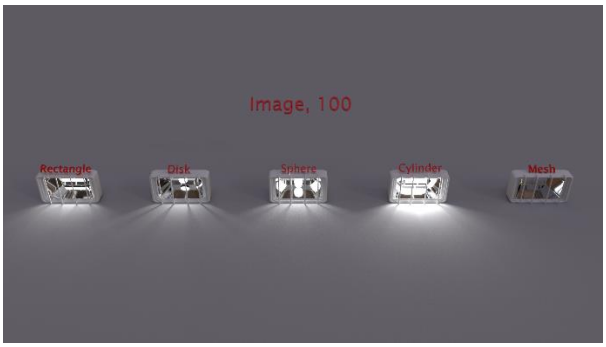
Redshift	**Radeon ProRender v2.25**
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 11

Area light shapes.

Known issues:

1. Mesh light conversion isn't supported yet.

Redshift	Radeon ProRender v2.25
	
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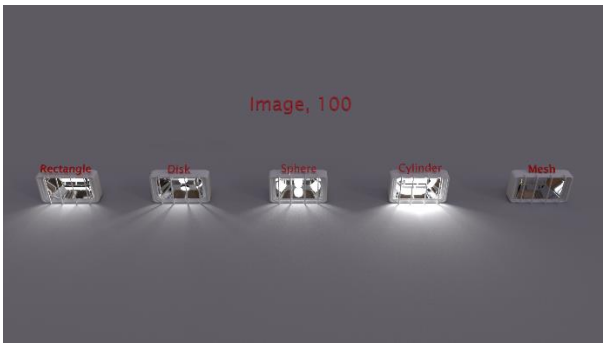	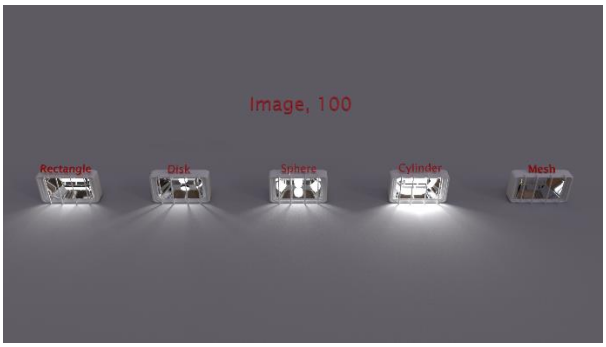

Scene 12

Physical light types.

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	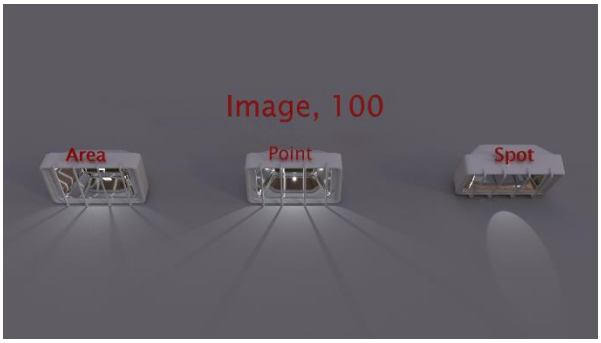
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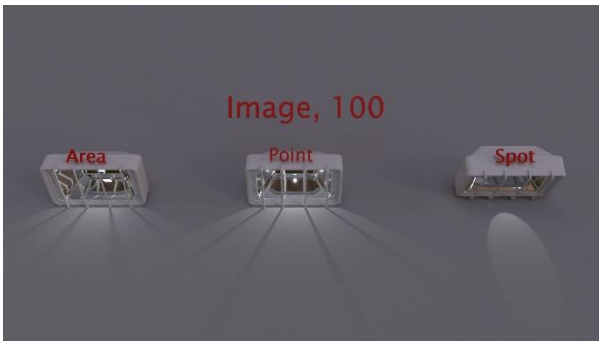
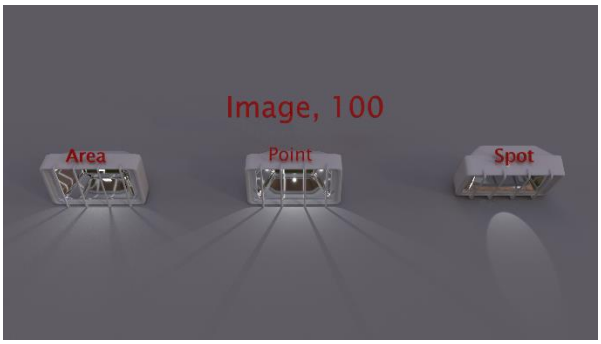
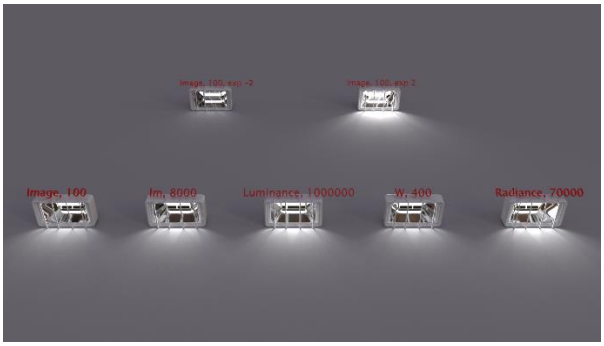
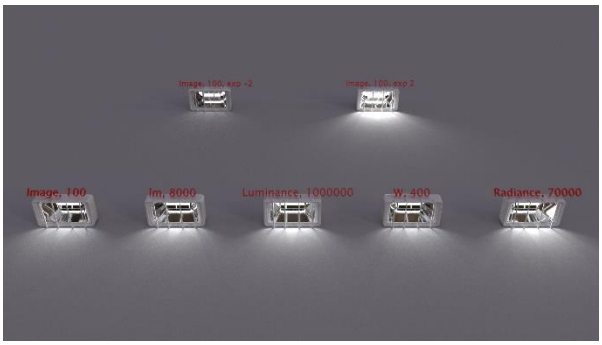
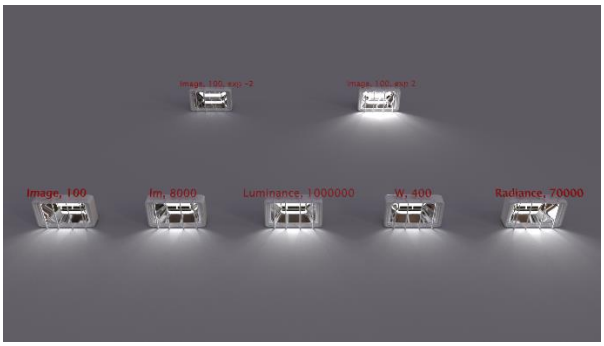
	

Scene 13

Light units.

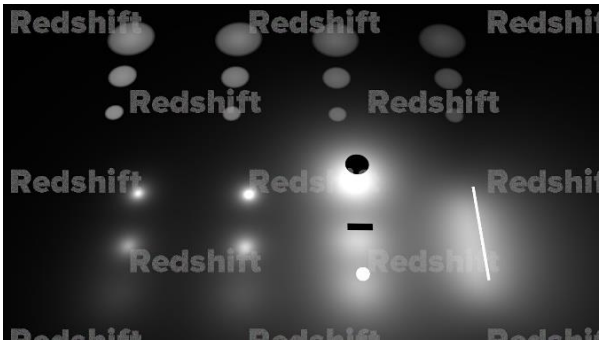
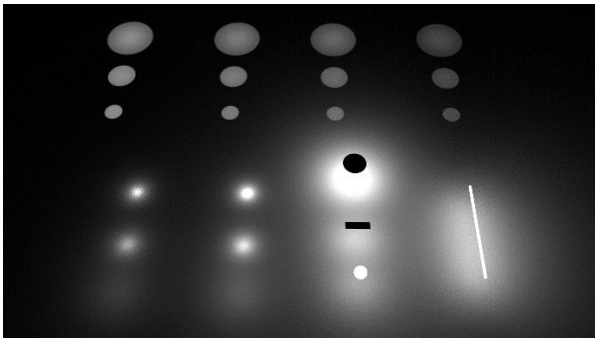
Redshift	Radeon ProRender v2.25
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 14

Light array. All physical lights (sans mesh and directional).

Known issues:

1. Spot light angle is calculated very approximately due to lack of control over the penumbra curve [RPRTOOL-83].

Redshift	Radeon ProRender v2.25
	
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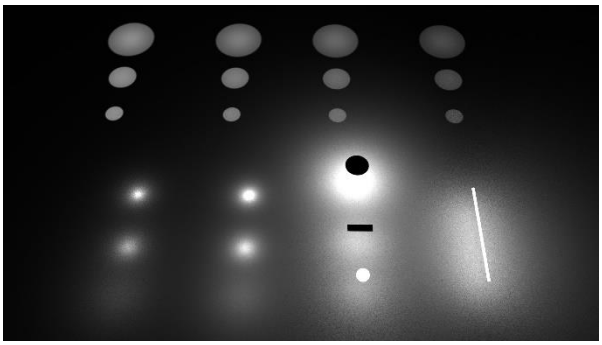
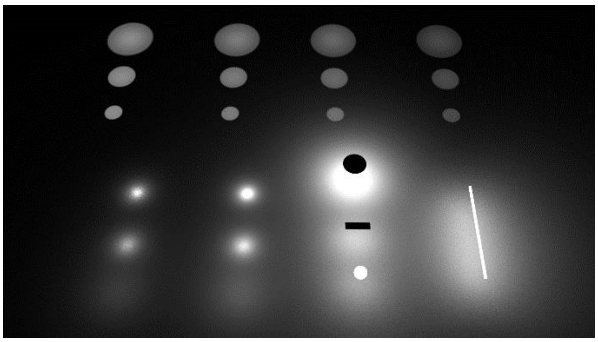
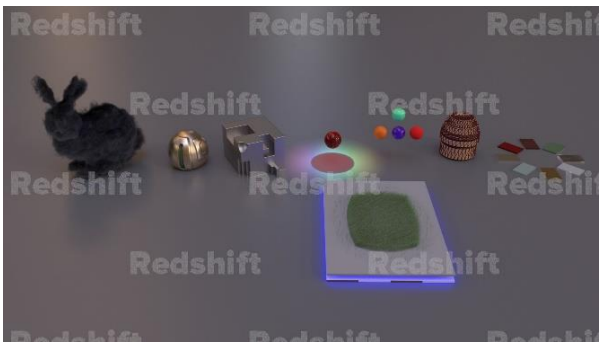
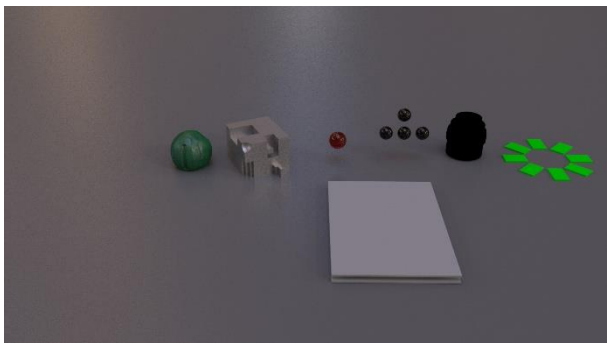
	

Scene 15

Inconvertible nodes.

- **From left to right**: rsVolume, rsCurvature, rsRoundCorners, rsLightGobo, rsUserAttribute (color, scalar). rsWireframe, rsShaderSwitch.
- **On the front**: rsRaySwitch on the bottom, and rsHair and rsAttributeLookUp on xGen Collection.

Redshift	Radeon ProRender v2.25
	
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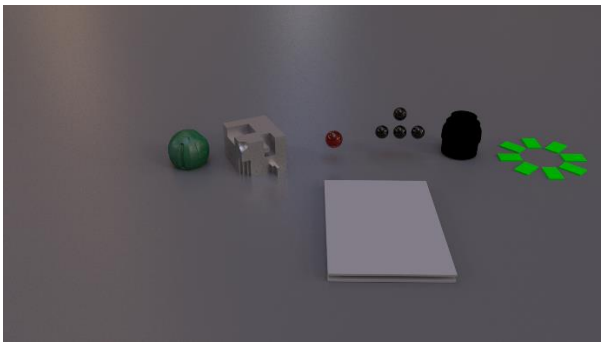
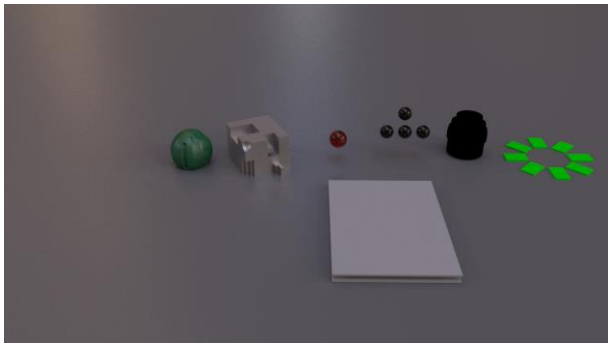
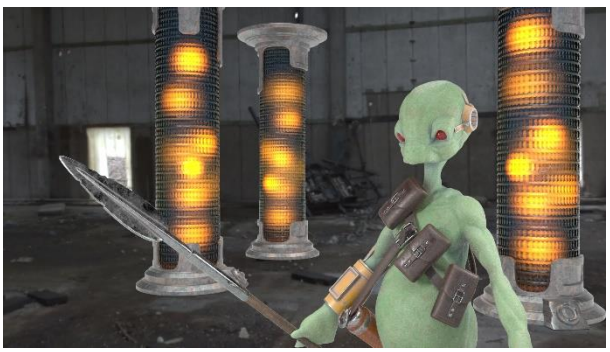
	

Scene 16

Alien figure.

Known issues:

1. SSS for rsMaterial needs a little more tweaking before it could be considered done.
2. Shadow catcher doesn't catch diffuse and reflection rays [RPRMAYA-946].
3. Metalness maps affect the color [RPRMAYA-947].
4. There is a curvature node used on the columns. It's possible we could eventually make a fake with the AO node, but that won't work in many cases, since there is no object space for AO calculations.
5. Absorption distance for refraction needs some minor adjustment to better match the original colors.
6. It seems that light propagation from emissive spheres is random with each render run. Needs investigation for possible RPRMAYA bug.

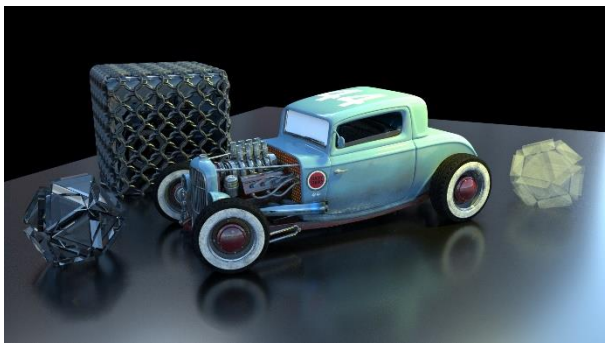
Redshift	Radeon ProRender v2.25
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 17

Retro car and shapes. Complex textures and textured glass, displacement on non-planar object, transparency.

Known issues:

1. We need to better match displacement subdivision.
2. Floor material is brighter, possibly due to the fact, that it's not fully metallic. By our formula, this means that its reflection color is a mix between the original reflection color and original reflectivity color. Possibly expected behavior since it's a non-PBR material?

Redshift	Radeon ProRender v2.25
	
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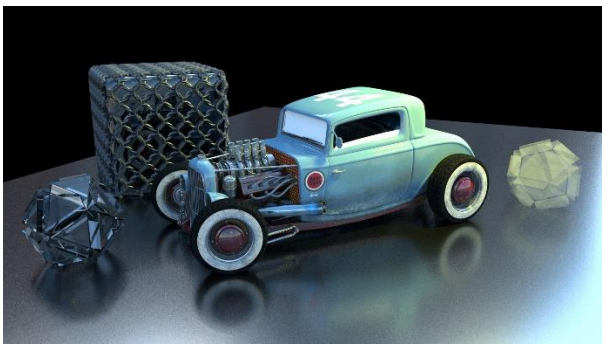	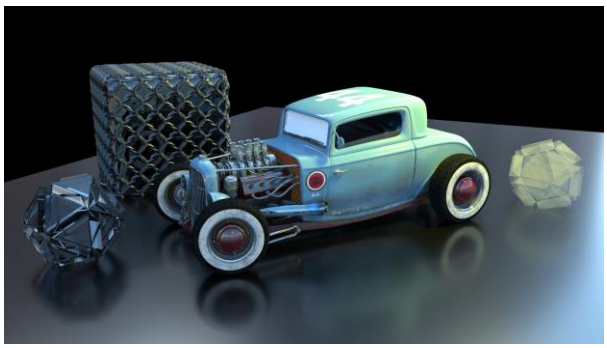

Scene 18

Tropical foliage. Mapped translucency and transparency, displacement, sprite material and mapped transparency for Incandescence.

Known issues:

1. Displacement artifacts, same as before.

Redshift	Radeon ProRender v2.25
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 19

SSS test scene. This scene used only SSS shaderballs.

Redshift	Radeon ProRender v2.25
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

Scene 20

Skin test scene. This scene used only rsSkin material.

Redshift	Radeon ProRender v2.25
	
Radeon ProRender v2.23	**Radeon ProRender v2.25**
	

TEST REPORT LINK

For detailed comparison of rendered scenes, see Test Report.

```
Login: rpruser
Password: rpruser2017
```

Note that this is still the Alpha version of the report. The report includes 316 scenes.

CONVERSION STATUS BY NODE GROUP

Node Group	Total Nodes	Convertible	Partially Convertible	Not Convertible	Research Is Needed	Details
Environment	1	1	0	0	0	Link
Lens	3	0	1	2	0	Link
Lights	7	2	4	1	0	Link
Materials	11	5	4	2	0	Link
Physical Sky	1	0	1	0	0	Link
Utility Nodes	29	4	4	21	0	Link
Volume Scattering	2	0	1	1	0	Link
Total	**54**	**12**	**15**	**27**	**0**	Link