

2.4.2

Release Date

October 22, 2018

Download links

- [Solid Angle Downloads](#)

This version uses the **Arnold 5.2.1.0** core. See the [Release Notes](#).

On Windows, C4DtoA 2.0 and later require the [Visual Studio 2015 redistributable](#).

FEATURES

- [New round_corners shader](#)
- Support for light instances

ENHANCEMENTS

- [New sheen options in the toon shader](#)
- [Generate UVs from a texture tag during export](#)
- Change preview of all selected materials at once

FIXES

- Crash when running ASS exports in multiple scenes
- Bump does not work with custom texture mapping
- Displacement does not work with custom texture mapping
- Ramp interpolation methods are not working in R20
- IPR pixel information is not displayed
- Wrong mesh particles transform
- Can not use custom displacement in material previews
- Box and sphere volume bounding box wrongly displayed in the viewport