

Arnold for Maya 2017

Arnold for Maya is included with a default install of Maya 2017 via the [mtoa.mll](#) plug-in. This plug-in is auto-loaded, and **Arnold** is set as the preferred renderer in Maya. More information about Arnold for Maya can be found in the [Autodesk Maya User Guide](#). More information about changes to rendering in Autodesk Maya 2017 can be found [here](#).

A guide to transitioning to Arnold for Maya 2017 can be found [here](#).

Release Date

July 25, 2016

This version uses the Arnold **4.2.14.0** core.

DOWNLOADS

- solidangle.com/arnold/download

ARNOLD BUGFIXES

Lights

- Arnold **lights** (**area** light, **skydome** light, **photometric** light, **mesh** lights) can now be created from the Light Editor, visualized in the viewport, and used as light sources.
- (Note: skydome and mesh lights wip).
- Color management is supported by the Ai Skydome light and Ai Sky shader.
- **Light blockers** are supported in the viewport.

Shaders

- You can render in the Hypershade Material Viewer with Arnold.
- Nodes from the lookdevKit plug-in are supported by Arnold.
- Arnold shaders support the custom mode (hotkey 4 mode) in the Node Editor and the Hypershade, and the Lookdev template view in the Hypershade Property Editor.

Support in Viewport 2.0 for the following features:

- **Stand-ins** are supported in the viewport in different draw modes; for example: Wireframe, Shaded, and Bounding Box, and so forth. Instancing of stand-ins is also supported.
- **Volume** node.
- **Ai Sky** shader display.
- **Arnold shaders** support smooth mesh preview, including all the OpenSubdiv modes.

Color management

- Maya Color Management is now supported by the **Arnold RenderView**, where you can change the view transform from the preferences.
- The automatic conversion of any texture to the **.tx** format now supports Maya color management. The input color space and the rendering color space are now used by maketx to color manage the texture just before the mip-mapping.
- (Note: **MakeTx** awaiting integration)

AOV's

- **AOV's** can now be exported from / imported into a scene, and overrides created via the Maya Render Setup system.

UV Tiling

- All 3 UV tile modes (0-based, 1-based, UDIM) are now supported by Arnold.