

3.0.0.2

Release Date

April 20, 2018

This version uses the Arnold [5.1.0.1](#) core.

DOWNLOADS

- solidangle.com/arnold/download

This is a hotfix release. It addresses the following issues:

- Fixed crashes related to the optix denoiser library
- Fixed crashes when procedurals generate invalid/empty nodes
- Prevent MaterialX operator from crashing with invalid files
- Fixed wrong naming in aiSubtract shader

Ticket	Summary
#3409	Incorrect naming for aiSubtract in mtoa.mtd