

2.5.1

Release Date

April 11, 2019

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This version uses the **Arnold 5.3.0.2** core, and it includes the beta version of Arnold GPU. See the [Release Notes](#).

Important information about Arnold GPU (beta)

- Check the [system requirements](#) before using Arnold GPU. If you don't have a [supported card](#) or the [required drivers](#), GPU rendering will not work.
- Review the list of [supported features and known limitations](#) before you start using Arnold GPU.
- If you have any technical problems, questions, or feedback on Arnold GPU, use the beta forum on [Arnold Answers](#)

ENHANCEMENTS

- Add bake geometry utility
- Add support for Particle Geometry object
- Export index of clones as user data
- Display light radius in the viewport
- Display quad light roundness in the viewport
- Use color temperature over the light texture
- Use Selection object in light linking

FIXES

- Light radius should be a length unit type parameter
- Wrong displacement when driven by varying user data