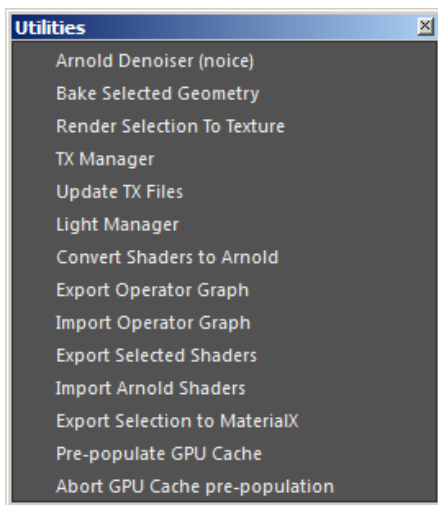


Utilities



The following MtoA utilities can be found under the *Arnold > Utilities* menu.

- Arnold Denoiser
- Bake Selected Geometry
- Render Selection to Texture
- Tx Manager
- Update TX Files
- Light Manager
- Convert Shaders to Arnold
- Import/Export Operator Graph
- Export Selected Shaders
- Import Arnold Shaders
- Export Selection to Material X
- Pre-populate GPU Cache
- Abort GPU Cache pre-population

Information about Operators can be found [here](#).