

## 3.2.57

### Release Date

September 17, 2019

This version uses the Arnold [5.4.0.1](#) core.

#### 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](#)

## DOWNLOADS

[www.arnoldrenderer.com/arnold/download/](http://www.arnoldrenderer.com/arnold/download/)

### Enhancements:

- Update to Arnold 5.4.0.1.
- Expose the `shader_override` node, for overriding all the scene's shaders.
- Add the option to have no background.

### Fixes:

- Binary ass checkbox can't be set by script.
- Include Graph Operator crashes Max.
- Baking crashes with .ass export enabled.
- Utility operators are converted into Merge operators when imported.
- AOV type names are wrong.

See the Arnold [5.4.0.1](#) release notes for the full list of enhancements and fixes.