

# 2.0.2

## Release Date

June 2, 2017

This version uses the [Arnold 5.0.0.3](#) core.

On Windows, C4DtoA 2.0 and later require the [Visual Studio 2015](#) redistributable

### Download links

- [Solid Angle Downloads](#)

### FEATURES

- [Light group editor](#)

### ENHANCEMENTS

- [Fit to the selected region in the IPR](#)
- Create atmosphere shader from the [render settings](#)

### FIXES

- X-Particles volume does not render
- Limited fov in fisheye camera
- Volume [bounds slack](#) parameter is not exposed
- Occasional crashes with the Instancer
- No motion blur when length is very small
- Wrong gamma in the viewport when displaying a texture
- Output channels (R, G, B, A ports) are not displayed in the network editor
- The Arnold Renderer video post can not be created from a [python script](#)