

HtoA 5.4.1

01 Oct 2020

This is a bug fix release, using [Arnold 6.0.4.1](#) and [Arnold-USD \(a8ca0d32\)](#).

Installation

1. Download [Arnold for Houdini](#).
2. Follow these [installation instructions](#).

Autodesk Network Licensing in Arnold 6 requires new license files with an updated **2020 version**. Please follow the instructions on [this page](#) to generate your license file. More info about Arnold 6 licensing can be found [here](#).

Compatible Houdini Versions

Binaries available for the following Houdini, Houdini FX, Houdini Indie and Houdini Education production builds:

- 17.0.506
- 17.5.460
- 18.0.566
- 18.0.597

Please note that Houdini Apprentice does not support third-party renderers and thus cannot run HtoA.

System Requirements

- OSX 10.11 or later
- Windows 7 or later, with the Visual Studio 2015 redistributable
- Linux with at least glibc 2.12 and libstdc++ 3.4.13 (gcc 4.4.7). This is equivalent to RHEL/CentOS 6
- CPUs need to support the SSE4.1 instruction set
- Optix™ denoiser requires an NVidia GPU with [CUDA™ Compute Capability 5.0](#) and above
- Arnold GPU works on Linux and Windows and requires an NVIDIA GPU of the Turing, Volta, Pascal, or Maxwell architecture. We recommend using the [450.57](#) or higher drivers on Linux and [451.77](#) or higher on Windows. See [Getting Started with Arnold GPU](#) for more information.

Bug Fixes

- htoa#1502 Add AOV light groups to Solaris lights
- htoa#1522 Add grid parameter to the Arnold Implicit HDA
- htoa#1527 Support * in the grids parameter of the Arnold Volume HDA
- htoa#1528 Add `enable_adapative_sampling` option to Solaris render settings LOP
- htoa#1531 Fix global bounding box for arnold procedural
- htoa#1532 Choose terminal ROP in operator subnet traversal
- htoa#1536 Add portal mode for dome light LOP
- htoa#1540 Acceleration blur for the instance object
- htoa#1541 Allow EXR layers with half precision within same EXR file
- usd#489 Pass render settings are to the render delegate when using Husk
- usd#532 Fixing the cylinder light axis