

2.0.1.1

Release Date

July 29, 2017

This version uses the Arnold 5.0.1.1 core.

DOWNLOADS

- solidangle.com/arnold/download

MtoA 2.0.1.1 is a hotfix release, including the following fixes:

- Fixed Color Management on Mac for Maya 2015/2016 (syncolor library wasn't found)
- Fixed important memory leak in Maya native 3D shaders
- Motion Blur on Xgen was incorrect
- Removed maximum value of 100 for spot light's lens radius
- Removed dependency of bifrost_shaders DSO against Maya libraries
- FOV wasn't exported correctly on OSX for cylindrical / fisheye cameras
- On OSX, the rpath of mtoa_api.dylib wasn't set properly, thus causing problems for custom extensions which were placed out of MtoA release folders.

Ticket	Summary
#3106	incorrect fur motion Blur
#3085	bifrost_shaders.dylib depends on Maya libraries
#3028	Spot light lens radius has a max of 100.0
#3090	FOV not exported correctly on OSX for cylindrical / fisheye cameras
#3094	OSX : mtoa_api.dylib install name should use rpath instead of loader_path
#3102	Memory leak in Maya 3D shaders
#3105	SynColor not found in Mac with Maya 2016
#3113	Prevent crashes when a translator creates all its nodes with tags