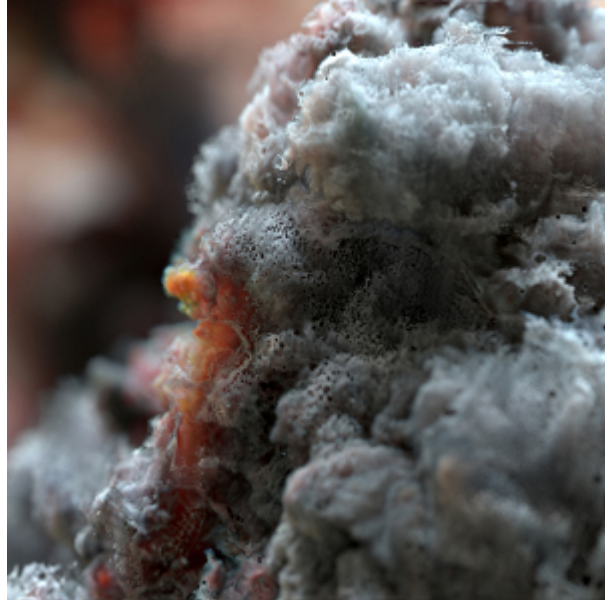
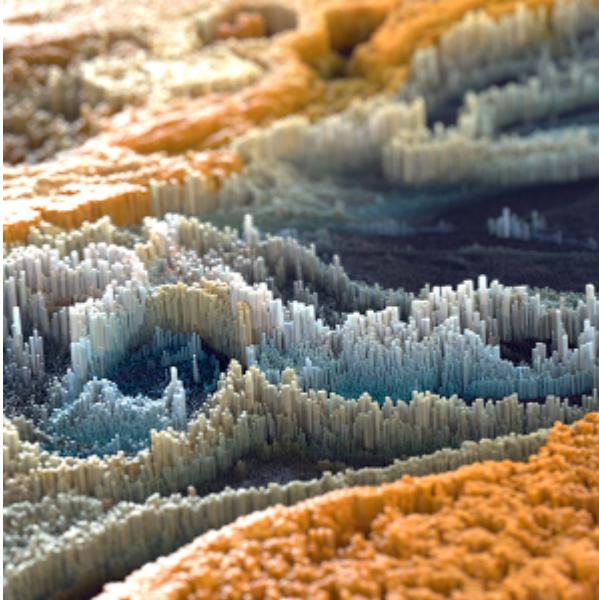


Arnold for Katana User Guide



Welcome to the Arnold for Katana User Guide. The Foundry's [Katana](#) (originally developed by [Sony Pictures Imageworks](#)) is a production tool for lighting, look development, and scene composition aimed at working with arbitrarily complex scenes.

The KtoA plugin is used for Katana to interact with Arnold, and Katana also ships with a version of KtoA among its support for production renderers.



Make sure to check the [release notes](#) for the latest Arnold 5 features. There is also an [FAQ](#) page that endeavors to answer any questions related to transitioning from Arnold 4. Ensure that you are using the [latest version](#) of the plugin.



[Arnold Answers](#) is a reputation-based forum where Arnold users of all kinds can ask their colleagues and peers questions related to Arnold.



Use the / key to perform a quick search.

The Arnold for Katana User Guide consists of the following sections:

- [KtoA Release Notes](#)
- [Getting Started](#)
- [Getting Started with Arnold GPU](#)
- [Tutorials](#)
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- [Shapes](#)
- [Lights](#)
- [Operators](#)
- [Shaders](#)
- [Textures](#)
- [Environment Setup](#)
- [Katana Location Extensions](#)
- [Arnold Scene Bake](#)
- [Arnold Scene Source](#)
- [Imagers](#)
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- [FAQ](#)

