3.2.53

Release Date
July 31, 2019

This version uses the Arnold 5.4.0.0 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/

Enhancements:

- Update to Arnold 5.4.0.0.
- Support Arnold lights in the viewport.
- Add a viewport representation for Procedurals and Alembrics.
- Support changes in rendering settings in Activeshade.
- Support baking of height maps.
- Support baking of normal maps.
- Expose the clip_geo shader.
- Alembic layers.
- Expose the aov_read shaders.
- Expose MAXtoA and Arnold versions to maxscript.

Fixes:

- GPU: error in ActiveShade editing the scene before the render has started.
- Making changes to scene while GPU cache is being populated crashes Arnold.
- Clearing a procedural's operator while ActiveShade is running will crash Max.
- The results of some maps from Arnold Multipass baking are not correct.
- After an operator export, editing operator connections while Activeshade is running will crash Max.
- AOVs and Drivers cannot be created from maxscript.
• MapToMaterial - Deleting the map crashes in activeshade.
• Baked outputs are always clamped.
• Multi/Sub-Object material ON/OFF toggle not working in Arnold.

See the Arnold 5.4.0.0 release notes for the full list of enhancements and fixes.