


Signing In to Activate Single-User Arnold



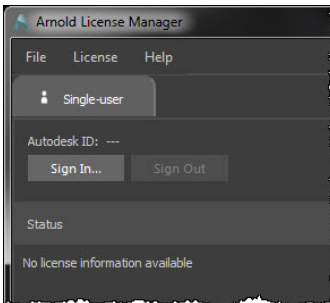
See [this playlist](#) to learn how to use the *Arnold License Manager*.

If you have a single-user subscription for Arnold, you **just sign in** with your Autodesk ID.
[How do you know if you have a single-user subscription?](#)

If you use Maya or 3ds Max, you can **Sign In** in those applications, but you'll still need to use the Arnold License Manager to register Arnold for single-user licensing.

And, depending on whether you also use network/floating/multi-user licensing, you may need to [switch to single-user licensing](#).

1. [Open](#) the Arnold License Manager (in the Arnold menu for your Arnold plugin, click **Licensing > Arnold License Manager**)
2. If you don't see a **Single-user** tab, click **License > Switch to Single-user Licensing**
3. If prompted, **install single-user licensing** and **register Arnold**.
4. Click **Sign In** and enter your Autodesk ID and password.



5. You'll see the status of your single-user license. Happy rendering!

