

3.15

November 18, 2016

This version uses [Arnold 4.2.15.1](#) (see also [Arnold 4.2.15.0](#))

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Enhancements

- Updated to [Arnold 4.2.15.1](#).
- Light portals: skydome lights can now use portals to reduce noise for interior scenes, where light comes in through relatively small openings. Light portals are regular quad_light nodes where the new parameter "portal" is enabled.
- OpenVDB motion blur optimization: faster rendering of motion blur from physics simulations, between 25% and 80% in test scenes with strong motion blur. The new velocity threshold parameter controls filtering of noisy/extreme velocities.
- Volume shader support for SDF (Signed Distance Function) grids.
- New core AOVs available: diffuse albedo, shadow matte.
- Added a detailed texture statistics diagnostic flag.