

5.4.0.2

16 Oct 2019

This is a bugfix release, for a full list of features see the [Arnold 5.4.0.0](#) and [Arnold 5.4.0.1](#) release notes.

Bug fixes

- #8906 [alembic] Child objects don't inherit visibility from alembic procedural correctly
- #8835 [alembic] Incorrect detection of face varying data
- #8791 [alembic] Incorrect point radius count with velocity motion blur
- #8754 [GPU] Camera projection shader randomly crashes while updating
- #8723 [GPU] Volume shader on a ginstance renders black
- #8893 [MaterialX] Exported node type missing for closures
- #8911 Missing matrices on procedural contents after -resave -forceexpand
- #8797 Render thread synchronization issues
- #8898 Sample settings updates after blocking AiRenderInterrupt ignored