

6.0.2.1

11 Mar 2020

This is a bugfix release, with some USD procedural enhancements. For a full list of features see the [Arnold 6.0.2.0 release notes](#).

USD enhancements

- **Primvar translation:** The USD procedural now uses "primvars:st" and "primvars:uv" for UV coordinates, and "normals" for "nlist" on polymeshes. (usd#206)
- **USDVol support:** The USD procedural now supports USD Volumes schemas. Using grids from two different files for a single volumes is not allowed. (usd#227)
- **Serialized USD:** The USD procedural supports creating the stage from a set of strings without requiring a file. (usd#235)
- **Boolean parameters:** The USD procedural now supports setting boolean parameters on Arnold nodes using bool, int or long USD attributes. (usd#238)

Bug fixes

- #9236 AiProceduralViewport does not take visibility into account
- #9427 AiUniverseGetCamera crashes when called before AiBegin()
- #9459 Crash in Mayapy when loading MtoA on Linux
- #8213 Crash on attempting to render too large a resolution
- #9422 Crash on destroying a procedural after destroying its ginstances
- #9403 Crash when adding additional OptiX denoiser filters interactively
- #9439 Crash with atmosphere, AOV shaders, and non-opaque shader
- #9443 Crash with degenerate camera
- #9405 [GPU] Crash when using incompatible shaders
- #8780 [GPU] Possible crash when using Gabor noise in OSL
- #9363 Hang with large volumes and deep_exr output
- #9433 Identically configured gaussian filters causing noisy outputs
- #9369 MaterialX fileprefix not passed to the TX handler
- #9426 Passing a null array to AiNodeSetArray crashes when enable_dependency_graph=true
- #9434 [USD] Updated USD procedural to b043cdc845 (arnold-6.0.2.1)
- #9448 Wrong log tabulation when using `-ipr` in kick
- usd#222 [USD] Per-vertex UV coordinates causing errors
- usd#211 [USD] Procedural fails to read shader output connections correctly
- usd#228 [USD] Varying user data is not supported on points nodes
- usd#239 [USD] BasisCurves are not rendered
- usd#247 [USD] Incorrect width to radius translation in the procedural