

6.0.3.1

04 Jun 2020

This is a bugfix release, with some USD procedural enhancements. For a full list of features see the [Arnold 6.0.3.0 release notes](#).

USD enhancements

- **UsdGeomCamera:** The UsdGeomCamera schema is now supported in the procedural. usd#345
- **UsdSkel:** The UsdSkel schema is now supported in the procedural. usd#329
- **Image uvset:** The built-in uvset is used now when a UsdPrimvarReader for st/uv is connected to UsdUvTexture. usd#428
- **Textured Mesh Lights:** Textured mesh lights are now supported. usd#366
- **Per-channel connections:** Per-channel connections are now written using adapter nodes. usd#351
- **Motion Keys:** Motion keys are now written to the USD file. usd#334
- **Motion Blur:** Motion blur is now supported when writing to the USD file. usd#346
- **Roundtripping Node Names:** Node names are now preserved when roundtripping scenes from Arnold to USD to Arnold. usd#396
- **Hiding symbols:** Weak symbols are now hidden in the Procedural on Linux and MacOS usd#409

Bug fixes

- #9623 AiNodeGetLink can be skipped in client code due to incorrect pure specifier
- #9651 clamp parameter on layer_rgba doesn't work
- #9513 Deep EXR driver fatal error in progressive mode
- #9640 Deep Volumes: compression merge should work with negative values
- #9609 Default camera with kick -default_nodes does not work with planes
- #9612 [GPU] aov_read_* shaders do not convert type
- #9620 [GPU] Crash after GPU exception thrown while using OSL textures
- #9673 [GPU] Crash due ending the session with active render threads in case of a GPU error
- #9621 [GPU] Invalid user data not handled correctly
- #9504 Hang with driver_deepexr and vdb data
- #9645 Incorrect results using the trace_set node and ambient occlusion or round corners tracesets in the same shading tree
- #9625 kick crashes on MacOS Catalina with a window
- #9639 kick: -tree option does not work
- #9633 Missing documentation for AiMaterialx API
- #9647 Missing normals for meshes returned by AiProceduralViewport
- #9605 No error message is printed when an error happens during command line parsing
- #9535 Rendering simply accumulable Z output breaks deep drivers
- #8870 Shaders in the top level scope override shaders in include_graph operator
- #9551 Update arnold-usd for 6.0.3.1
- usd#400 Fixed an issue when using multiple Procedurals.
- usd#408 Fixed issues with Nested Procedurals when using the Procedural Viewport API.
- usd#380 Fixed a crash with empty node names.
- usd#382 Fixed an issue with reading namespaced primvars.
- usd#364 Fixed an issue when reading Light color and intensity parameters.
- usd#333 Fixed several issues when reading primvars.
- usd#325 Fixed an issue when reading RGB arrays.
- usd#374 Fixed an issue when writing Toon light lists.
- usd#375 Fixed an issue when writing linked ramp parameters.
- usd#371 Fixed an issue when writing AI_TYPE_NODE user data.
- usd#368 Fixed an issue when writing motion ranges.
- usd#362 Fixed an issue when writing ginstance parameters.
- usd#360 Fixed a crash when writing empty arrays.
- usd#356 Fixed an issue when the number of motion keys for normals did not match the number of motion keys for positions.
- usd#354 Fixed an issue when writing custom Matrix parameters.
- usd#349 Fixed an issue when writing polymesh.subdiv_iterations.
- usd#324 Fixed an issue when writing curves.num_points.
- usd#312 Removed warnings when writing the displayColor primvar.