

## 5.1.1.1

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#### Bug fixes

- #6771 Incomplete render when you restart after interrupting a render during displacement/subdivision
- #7180 `noice` crashes with separate float Z input file
- #7213 MaterialX: Displacements and mixing of generic/texture shaders in materials now supported using a shader type context
- #6926 MaterialX: Resolve environment variables in search paths
- #6993 `noice` should preserve metadata, display windows, and add noise args and version metadata
- #6994 Noise should preserve channel bit width and compression for outputs
- #7094 Procedural containing ginstances are evaluated before instanced node
- #7113 Contour lines shouldn't be drawn when `width_scale` is zero
- #7124 Memory leak when interrupting displacement
- #7127 Procedural ginstance matrices are accumulated at each render
- #7130 Render incorrectly aborted in `applyDevice` when GPU is not needed
- #7152 `noice` should exit when unsupported formats are used
- #7163 Array property fixes in alembic procedural
- #7176 Motion blur on instances of procedurals
- #7187 Fix op target selection in kick command line
- #7191 Slight error in checkerboard shader
- #7193 `noice` broken sequence handling when temporal denoising is not used
- #7198 Alembic procedural uses `inheritsXforms` property
- #7200 Output metadata: output correct metadata for single layer files