

5.3.0.1

March 27th, 2019

This is a bugfix release, for a full list of features see the [Arnold 5.3.0.0 release notes](#).

Bug fixes

- #8233: Support `AA_sample_clamp` on GPU
- #8122: Noise in normal AOV on GPU
- #8221: Fatal GPU message is not explicit enough
- #8216: NVIDIA driver check is misreporting version as X.00
- #8203: Rays/pixel render progress does not work
- #8207: Stack overflow regardless of continuation stack size
- #8211: Crash on render after setting null arrays to polymesh geometry data parameters
- #8215: Unable to enable nodes that were disabled in the first render pass
- #8227: Negative `subsurface_color` causes artifacts
- #8230: GPU cache population not reporting errors
- #8232: GPU: Crash with a `mesh_light` using a `ginstance`
- #8219: Mesh light is wrongly marked as unsupported on GPU