

5.4.0.3

16 Oct 2019

This is a bugfix release, for a full list of features see the [Arnold 5.4.0](#), [Arnold 5.4.0.1](#) and [Arnold 5.4.0.2](#) release notes.

Bug fixes

- #9363 Hang with large volumes and deep_exr output
- #9194 Crash in AiASSWrite() when a node has a NULL matrix array
- #9132 Cannot destroy nodes at AI_RENDER_UPDATE_BEFORE_PASS time
- #9100 Crash after destroying a camera-visible light
- #9007 Deleting upstream operator nodes is not reflected correctly in IPR
- #9008 Error when exporting to .ass after deleting an operator from a graph
- #9009 Oriented curves artifact when scaled
- #9010 Unsigned plugins won't load in notarized Arnold
- #8873 [MaterialX] No node definition found error when connecting closure shaders
- #8952 Crash when loading malformed polymesh nodes
- #8954 Crash when loading quad lights with missing vertices
- #8955 Crash when loading incomplete camera definition
- #8979 Updated nodes are not systematically reprocessed by operators in IPR