

5.3.1.1

June 10th, 2019

This is a bugfix release, for a full list of features see the [Arnold 5.3.1.0 release notes](#).

Bug fixes

- #8422 Node initialization does not scale when there are procedurals that create many nodes
- #7891 Curve rendering artifacts at small scales
- #8369 Photometric light low light threshold issue
- #8413 Linking a shader to transmission_depth doesn't work
- #8436 AiASSWrite with open_procs TRUE crashes in a secondary universe
- #8440 Crash when passing a null pointer to AiNodeDestroy
- #8443 Alembic procedural translates subdiv_face_iterations as INT instead of BYTE
- #7902 remove complaint for materials in alembic procedural
- #8144 Extremely rare data race in AiTextureHandleAccess