

6.2.0.1

11 Feb 2021

This is a bugfix release. For the full list of features and requirements see the [Arnold 6.2.0.0 release notes](#).

System Requirements

- Windows 10 or later, with the Visual Studio 2019 redistributable.
- Linux with at least glibc 2.17 and libstdc++ 4.8.5 (gcc 4.8.5). This is equivalent to RHEL/CentOS 7.
- macOS 10.13 to 10.15. Note that macOS 11 Big Sur is not certified.
- CPUs need to support the SSE4.1 instruction set.
- GPU rendering works on Windows and Linux only and requires an NVIDIA GPU of the Ampere, Turing, Volta, Pascal, or Maxwell architecture. We recommend using the [460.39](#) or higher drivers on Linux and [461.40 \(Quadro\)](#), [461.40 \(GeForce\)](#), or higher on Windows. See [Getting Started with Arnold GPU](#) for more information.
- Optix™ denoiser requires an NVidia GPU with [CUDA™ Compute Capability 5.0](#) and above.

Bug Fixes

- [core#10355](#) Do not warn about loading non-Arnold Yeti libraries
- [core#10334 \[GPU\]](#) Deleting layers in imager_light_mixer cause GPU crashes and frame corruption
- [core#10345 \[GPU\]](#) Stack overflow when using wireframe with many sided polygons
- [core#10306 \[Imagers\]](#) imager_denoiser_noise creates black layers for AOVs not matching layer_selection
- [core#10269 \[Imagers\]](#) Slowdown when doing frequent imager updates
- [core#7216 \[OSL\]](#) Wrong hit distance returned after trace() call
- [core#10316](#) Rare IPR hang
- [core#4530](#) Reset texture cache stats after every render
- [core#4845](#) Support detection of Windows version > 8.0
- [usd#654](#) Transform is not synced for the points primitive