

3.2.1

Release Date

May 21, 2019

This version uses the Arnold 5.3.1.0 core.

DOWNLOADS

www.arnoldrenderer.com/arnold/download/

MtoA 3.2.1 is a feature release that is binary compatible with 3.1.* versions. It has the following improvements :

Enhancements

- Faster GPU cache pre-population.
- Arnold RenderView now displays properly with High DPI monitors.
- Improvements in the Operators UI for Standins / Alembic.
- Added option in ARV to clear the whole arnold session when IPR is stopped. When IPR is restarted, the whole scene is converted from scratch (as with Update Full Scene).
- aiUserDataColor now supports RGBA data, with an alpha channel.
- All matrix parameters in shaders can now be exported in motion blur
- Added more options for exported node names, to control the namespacing as well as the hierarchy separator
- MaterialX exporter allows to export hierarchy with slash separators, in order to work with exported alembic files
- Maya Playblasts can be generated from the Arnold Viewport.

Incompatible changes

- Displacement shaders are no longer exported with names like "displacementShader1.displacement". Now the name will be just "displacementShader1"

Bugfixes

- Fixed 3.2.0 regressions in Maya Ramp shading
- Fixed 3.2.0 regressions in Projection shader results
- Fixed 3.2.0 regression in Image plane when displayMode=None

- Fixed vector displacement order with tangent maps

Ticket	Owner
#2598	[MAYA-75093] Arnold dpi issue on 4k display and with A/B comparison tool
#3549	Support motion blur export of shader matrix parameters
#3668	AVP : Make maya playblast work with the AVP
#3688	xgen_procedural: inconsistent evaluation of parameters with multithreading disabled
#3712	Bifrost procedural not loaded when you add to MTOA_EXTENSIONS_PATH
#3738	[ARV] add option to close the arnold session when IPR is stopped
#3749	change aiUserDataColor to create user_data_rgba
#3757	Workflow issues with materialx and gpuCache
#3772	take non-selection based operators into account when adding new operators
#3776	Incorrect translation of MayaRamp to ramp_rgb
#3781	Image Plane fills alpha channel when Image Plane Display Mode = None
#3782	place2DTexture node not translating Wrap U/V for checker
#3784	crash when doing Render Sequence while AVP IPR is active
#3787	Improve icons in procedural UI
#3788	Tangent map vector displacements not in the correct order
#3789	Allow to override any node parameter in procedurals UI
#3792	Textures not updated in IPR with Substance plugin
#3793	Nref warning message
#3795	Wrap parameter of Maya projection node doesn't work
#3799	Projections not working with motion blur
#3801	Displacement shader name exported with a suffix
#3812	Crop tool / AB selection tool bugs with HighDPI Fix
#3815	error when removing driver from aov
#3464	Allow to run "interactive-render" tests in batch
#3671	expand ENV vars on standins when inspecting contents
#3756	Add more options for exported node names
#3766	make the path text copy-able in the procedural operator UI
#3770	Make Procedural Heirachy UI resize based on number of items expanded
#3771	Display custom parameter assignments in the Procedural Operator UI
#3775	add inheritance indicator to the procedural tree UI