

4.0.1.44

Release Date

February 4, 2020



- Please visit [Getting Started With Arnold GPU](#) and [Arnold GPU FAQ](#)
- Check the compatibility of your system on [Supported GPUs](#)
- Review the [Supported Features and Known Limitations](#)



Autodesk Network Licensing now requires new license files with an updated **2020 version**.

Please follow the instructions on [this page](#) to generate your license file. More info about Arnold 6 licensing can be found [here](#).

DOWNLOADS

www.arnoldrenderer.com/arnold/download/

Enhancements:

- Update to Arnold [6.0.1.1](#).
- Better animation support UI for procedural and volume.
- Support normal maps space and orientation parameters.
- Use the Arnold's viewport API for procedural display.

Fixes:

- Bluish material editor preview when showing its background
- Viewport glitches when opening a scene
- Scene Converter - MAXScript error when converting standard lights to Arnold
- Rendering to texture twice without closing the render view crashes Max
- Crash solving a fluid with AOVs in Arnold
- Baking always leads to square images
- AiProceduralViewport doesn't honor procedural_searchpath
- [Alembic] Normals not read from polymeshes in some archives
- [Alembic] Visibility overridden for ginstances of Alembic procedural
- [GPU] A polymesh with step_size > 0 and volume_padding > 0 crashes
- [GPU] Multi-GPU partially hangs on scenes with textures

- Potential crash in node initialization of ginstances with parallel initialization
- Unable to install licensing components on debian based linux

See the Arnold [6.0.1.1](#) release notes for the full list of enhancements and fixes.