

4.0.0.73

Release Date

December 10, 2019



- 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 [6.0.1.0](#).
- New AOV and Light Groups interface.
- Extend the Arnold Properties modifier for cameras.
- OSL version of the physical sun and sky shader.
- Export/Import materials as .ass/.mtlx files.
- Include the Arnold License Manager.
- Expose aov_write_vector.
- Remove the operator graph button from the rendering options.
- Switch to 4-digit installer.

Fixes:

- Crash with an Alembic object instanced in GPU mode.
- Various OSL maps not rendering correctly in GPU mode.
- Procedural and volume object's On Frame label is wrong and confusing.
- Poor support for animated procedurals and volumes.
- MAXtoAInterface.MAXtoAVersion()/ArnoldVersion() print strangely in Windows 7.
- Quad lights set to portal should not contribute to lighting in viewport.

See the Arnold [6.0.1.0](#) release notes for the full list of enhancements and fixes.