

## 3.1.26

### Release Date

May 22, 2019

This is a feature release, using the Arnold [5.3.1.0](#) core.

#### Important information about Arnold GPU (beta)

- Check the [system requirements](#) before using Arnold GPU. If you don't have a [supported card](#) or the [required drivers](#), GPU rendering will not work.
- Review the list of [supported features and known limitations](#) before you start using Arnold GPU.
- If you have any technical problems, questions, or feedback on Arnold GPU, use the beta forum on [Arnold Answers](#)

## DOWNLOADS

[www.arnoldrenderer.com/arnold/download/](http://www.arnoldrenderer.com/arnold/download/)

### Enhancements:

- Update to Arnold 5.3.1.0.
- Use `denoise_albedo` in place of `diffuse_albedo` for noise.
- New `wrap_uv` parameter in the `ramp_float` and `ramp_rgb` shaders.
- New `clamp` and `default_color` parameters in the `uv_projection` shader.

### Fixes:

- Baking failing when a displacement map is used.
- Crash when baking if something is connected to material's displacement.
- Crash on outputting denoise AOVs without saving to file.
- Photometric light failing on some IES files.
- Max freezes when switching Mesh Light from Texture to Color mode.
- Arnold menu behaving randomly.
- Bitmap rendering with seams if offset in U/V.
- Hiding operators references in Procedural and Alembic for Max 2018.

See the Arnold [5.3.1.0](#) release notes for the full list of enhancements and fixes.

