

2.2

What's new in Version 2.2

Based on version 4.0.4.0 of the Arnold core.

Highlighted new features:

- Softimage 2013 support.
- Preview standin in the viewport. See the [SltoA Viewer](#) section for details.
- Per-face displacement support (previously we only supported one displacement shader tree per object).
- Custom procedurals can be driven by data from ICE. See details [here](#).
- Support for ICE materials system in Softimage 2012 and later.
- Custom user parameters on standins/procedural. See details [here](#).
- Several new shaders ported (txt3d-marble, txt3d_checkerboard).
- Gamma Workflow in the sib_image_clip shader. Check the notes at ticket#506 comment:28.

Incompatible changes:

Because displacement is now handled per-face, some of the parameters that previously were assigned in the material level (in sta_displacement) have been moved to the Arnold Parameters PPG, per object. This has the effect that displacement parameters from older scenes will break and have to be reapplied individually.