

# 6.0.4.1

01 Oct 2020

This is a bugfix release. For the full list of features and requirements see the [Arnold 6.0.4.0 release notes](#).

## Bug fixes

- #9968 [Alembic] crash with bezier curves with radius
- #9974 [Alembic] curves don't create instances with make\_instance enabled
- #9924 [Alembic] curves:radius doesn't override the radius of curves in archive
- #9957 [Alembic] remapping not working with alembic procedural
- #9956 Allow camera matrices with small scaling values
- #9901 Apply remapping and environment variables to the ocio\_color\_manager config file
- #9919 Don't allow zero epsilon in bump3d
- #9985 Duplicate output detection broken with non existent paths
- #9907 [GPU] Incorrect results with some LPEs
- #9951 Hang when rendering thin OpenVDB volumes
- #9983 kick --help has "session is already started" warning
- #9892 min\_pixel\_width does not properly apply to objects within transformed procedurals
- #10022 [OSL] Don't error when OSL plugins are not loaded
- #9948 [OSL] Linking of closure parameters broken
- #8722 Reported AOV sample memory usage is too high
- #9954 Setting texture wrap to MISSING mode results in black border
- usd#488 Implementing HdRenderDelegate::CreateRenderDelegate(const HdRenderSettingsMap& settingsMap)
- usd#513 Reading the matrix in points viewport mode
- usd#518 Accept both string and token for the varname parameter when translating preview materials for the render delegate
- usd#530 Fixing the cylinder light orientation