

1.0.15.0

Release Date

April 28, 2016

This version uses the [Arnold 4.2.13.6](#) core.

Download links

- [Solid Angle Downloads](#)

FEATURES

- Added support for [material stacking](#)

ENHANCEMENTS

- [Support for motion blur in TFD](#)
- [Support for vector motion blur of Thinking Particles](#)
- Render instances when the parent of the referenced object is hidden
- Render instances with a deformer assigned
- Inverse the layer order on the [layer_color shader UI](#)
- Show image shaders with no textures in the [Tx manager](#)
- Auto create color inputs in [ramp shader](#) when loading textures from a folder
- Disable subdivision parameters on the UI when type is set to 'none'

FIXES

- Crash on OSX when closing C4D
- Occasional crashes when changing takes in R17
- Wrong IPR update when loading a scene with SDS object
- Wrong motion blur with Thinking Particles when the particle number changes
- IPR hangs when Arnold Volume object is aligned to spline
- AOV path in single frame Team Render does not match the path of the animation rendering
- Shader network editor still shows the original preview after coping a material
- Can not connect Matrix type ports in shader network editor
- Utility shader in obj mode changes color between IPR updates
- 'Remove unused materials' command removes material of a custom AOV tag
- Object mask tag does not work with render instances

NOTES

- There are changes in the C4DtoA API so third-party developers have to rebuild their C4DtoA extensions.