

1.0.10.0

Release Date

December 9, 2015

This version uses the [Arnold 4.2.11.3](#) core.

Download links

- [Solid Angle Downloads](#)

FEATURES

- [Displaying selected shaders in the viewport](#)
- [Added uv_transform shader](#)

ENHANCEMENTS

- [Link shaders to ramp position and color](#)
- [Show render stat of IPR snapshot](#)
- [IPR snapshot from only the region](#)
- [Continuous timer in IPR window](#)
- [Updated material preview scenes](#)
- [Network editor drag & drop action shortcuts changed](#)
- [Added 'insert before' action to the network editor](#)

FIXES

- [X-Particles scene doesn't render correctly with motion blur](#)
- [Crash when loading 'Table Cloth' material preset](#)
- [Wrong fov default values in cylindrical camera](#)
- [Keep links between shader nodes after copy & paste](#)