4.2.16.2

Milestone 4.2.16.2
Bug fixes

- **#2097** Artifacts on implicit surfaces
- **#5472** Fix uniform implicit solver for non-levelset fields
- **#5622** N AOV does not include bump information when shadow_matte is computed too
- **#5662** Warn if missing SSE4.1 support, instead of aborting
- **#5663** AiTextureLoad not using texture_searchpath
- **#5665** Downgrade to SSE4.1
- **#5697** missing UDIM textures do not scale
- **#5704** Same UDIM texture accessed through different texture nodes can be slow
- **#5705** UDIM textures with ignore_textures option set can be very slow