

HtoA 5.6.3.0

18 Jun 2021

HtoA 5.6.3.0 is a minor feature release adding Python 3 support, using [Arnold 6.2.1.1](#).

Please download the .py3 version of the HtoA installer when installing the Python 3 version of Houdini 18.5.

Installation

1. Download [Arnold for Houdini](#)
2. Follow these [installation instructions](#)

System Requirements

- Houdini, Houdini FX, Houdini Indie and Houdini Education
 - 17.5.460
 - 18.0.597
 - 18.5.596
 - 18.5.633
 - 18.5.672
- Windows 10 or later, with the Visual Studio 2019 redistributable.
- Linux with at least glibc 2.17 and libstdc++ 4.8.5 (gcc 4.8.5). This is equivalent to RHEL/CentOS 7.
- macOS 10.13 to 10.15. Note that macOS 11 Big Sur is not certified.
- CPUs need to support the SSE4.1 instruction set.
- GPU rendering works on Windows and Linux only and requires an NVIDIA GPU of the Ampere, Turing, Volta, Pascal, or Maxwell architecture. We recommend using the [460.39](#) or higher drivers on Linux and [461.40 \(Quadro\)](#), [461.40 \(GeForce\)](#), or higher on Windows. See [Getting Started with Arnold GPU](#) for more information.
- Optix™ denoiser requires an NVidia GPU with [CUDA™ Compute Capability 5.0](#) and above.

Enhancements

- htoa#1347 Python 3 support

Bug fixes

- htoa#1742 Fix the `optix_denoiser` when denoising AOVs
- htoa#1740 Fix `transmission` parameter on the Light LOP