

3.0.1.1

Release Date

June 27, 2018

This version uses the Arnold 5.1.1.1 core.

DOWNLOADS

- solidangle.com/arnold/download

MtoA 3.0.1.1 is hotfix release, including the following fixes:

- Fixed random crashes when switching to Arnold Viewport (AVP)
- Added support for multiple light AOVs in the Arnold denoiser UI
- Fixed random crashes with XGen nodes
- Fixed random freezes in ARV
- Fixed bug causing ARV to block Maya rig visibility changes
- OCIO looks were ignored in Maya 2016
- Ensure shaders referenced by operators are properly exported
- Frame padding in the Arnold denoiser UI wasn't properly supported
- Batch render with Render Setup AOV overrides was failing
- Fixed wrong transforms with Particle instances of Stand-ins

Ticket	Summary
#3479	Crashes when switching viewport to Arnold
#3483	Rendering in batch with AOV overrides in scene causes error
#3492	Arnold Denoiser utility doesn't support multiple light group AOVs
#3432	xgen generating invalid curves nodes
#3462	Particle Instancer and aiStandin not ignoreing transforms.
#3478	Arnold Session prevents Maya from updating visibility
#3489	Arnold Denoiser utility doesn't handle frame padding
#3103	ARV : Random render freeze
#3471	Noise in some scenes with MayaFlatClosure
#3495	wrong camera rendered when changing cam in ARV before rendering anything
#3496	ARV: OCIO looks ignored in Maya 2016
#3394	Automatically export shaders referenced by operators