

2.4.0.1


Release Date

August 13, 2018

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- [Solid Angle Downloads](#)

This version uses the **Arnold 5.2.0.0** core. See the [Release Notes](#).

 On Windows, C4DtoA 2.0 and later require the [Visual Studio 2015 redistributable](#).

FIXES

- Old scene with a range shader is broken in 2.4.0
- Unexpected clipping when using isometric camera