

1.7.0

Release Date

February 27, 2017

This version uses the [Arnold 4.2.16.2](#) core.

Download links

- [Solid Angle Downloads](#)

FEATURES

- [Convert Substance asset to an Arnold material \(R18 only\)](#)

ENHANCEMENTS

- [Support for multiple shapes when instancing particles](#)
- [Export mapped \(0-1\) X-Particle channels](#)
- [Uniform SSS radius and noise scale option](#)
- [Add visibility flags to the physical sky in Arnold Sky](#)
- [Control the mesh light intensity and visible intensity separately](#)
- [Saving and loading custom complex IOR presets](#)
- [Override the log level from the command line](#)
- [Write the progress to the output in the command line render](#)

FIXES

- IPR doesn't update when a Bitmap sequence is used for displacement
- Wrong texture tag camera projection with custom pixel aspect
- 'Use existing tx textures' option does not work with udim textures
- Saving a project with assets does not include tx files when 'Use existing tx textures' is enabled
- Instancer gives warning about instancing Null objects