

# 1.0.2.0

## Release Date

July 06, 2015

This version uses the Arnold 4.2.7.5 core.

## Download links

- [Solid Angle Downloads](#)

## FEATURES

- Support for emitter geometry
- Support for spline vertex maps
- Support for creases (weight tag) in subdivision
- Added facing\_ratio shader

## ENHANCEMENTS

- Support for Hair Material thickness
- Light interaction manipulators added to the viewport
- Export the tessellated geometry of Subdivision Surface Object
- Replace textures in image shaders from Project Info
- Optimize translator creation and export by a Cloner
- Add space transformation parameters to vector\_displacement shader
- Keep relative paths relative in the exported ASS files

## FIXES

- Occasional crashes in IPR with mesh light and light linking
- Light linking of Arnold Mesh Light tag is skipped
- Arnold Sky is missing light linking options
- A texture applied to the color of a mesh\_light has no effect in the visible light
- Procedural is not rendered in Team Render when an ASS sequence is given by relative path
- 'Save Project with Assets' does not work for ASS and OpenVDB files
- Display color is not linearized
- Render interrupt has a long delay in some scenes
- Crash in IPR when an XRef is disabled
- IPR crash when repeat undo/redo deletion of active camera
- Do not add postfix to file name by beauty AOV
- Bitmap sequence given by absolute path is not rendering
- Arnold Material is duplicated when duplicating an object
- Can not change tag values in python script when adding a new object
- "No clients are online" error in Team Render single frame render prior to R16.050
- Displacement is rebuilt when changing the beauty root shader
- Background defined in Render Settings is not rendered when restarting IPR
- Do not render original light in a Cloner
- Procedurals with assets in Team Render does not work
- Black material previews when opening a scene

## NOTES

- Incompatible changes:
  - Hair thickness settings are removed from Arnold Parameters tag.
  - Old scenes using display color can have different result because display color is now linearized.
  - ASS and OpenVDB sequences have to be moved to the *tex* folder when using relative path.
  - Writing beauty to a file from a driver has a different file name, e.g. *output.exr* instead of *output\_beauty.exr*.
- C4D and Arnold use different subdivision algorithms which can result in slight mismatches in the following cases:
  - soft creases
  - hard edge creases