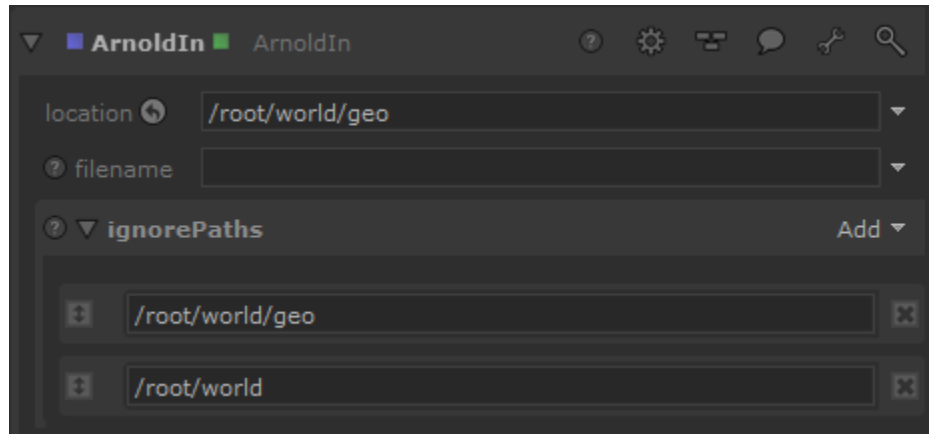



# ArnoldIn



ArnoldIn can import any files Arnold understands such as [.ass](#), [USD](#), etc as a Katana scenegraph. This is primarily aimed at importing poly meshes with their material assignments.

 Other shapes will be added to this list in future releases.