

HtoA 1.5.1

8 June 2015

This is a bugfix release, including important fixes for deep volumes.

Installation

1. Get the install files on [Solid Angle Downloads](#).
2. Follow these [installation instructions](#).

Compatibility

This release uses Arnold 4.2.7.2 and OpenVDB 3.0.0.

Binaries available for the following Houdini, Houdini FX or Houdini Education production builds:

- 14.0.335
- 14.0.291
- 14.0.258

and for the following platforms:

- Linux x86_64 (gcc4.4)
- Windows 7 x64 (vc11)
- Mac OS X 10.8+

Please note that Houdini Apprentice and Houdini Indie do not support third party renderers and thus cannot run HtoA.

Fixes

- Crash with volumes when the P AOV is enabled and an object is behind or inside ([core#4724](#))
- Crash when using deep volumes without an RGBA AOV ([core#4725](#))
- Wrong camera in AOV definitions when exporting ASS files with custom camera shaders ([htoa#595](#))
- Fixed regression that zeroed procedural bounding boxes in contents mode ([htoa#347](#))
- Crash with empty folder metadata, notably for some of the alShaders ([htoa#590](#))