

3.1.1.1

01 Oct 2020

C4DtoA 3.1.1.1 is a bug fix release, that uses [Arnold 6.0.4.1](#).

Installation

- [Download](#) the Arnold for Cinema4D plugin
- Follow these [installation instructions](#).



Autodesk Network Licensing in Arnold 6 requires new license files with an updated **2020 version**. Please follow the instructions on [this page](#) to generate your license file. More info about Arnold 6 licensing can be found [here](#).

Compatible Cinema 4D Versions

- Cinema 4D R20.057 and above
- Cinema 4D R21.026 and above
- Cinema 4D S22.016 and above
- Cinema 4D R23.008 and above

System Requirements

- OSX 10.11 or later
- Windows 7 or later, with the Visual Studio 2015 redistributable
- Linux with at least glibc 2.12 and libstdc++ 3.4.13 (gcc 4.4.7). This is equivalent to RHEL/CentOS 6
- CPUs need to support the SSE4.1 instruction set
- Optix™ denoiser requires an NVidia GPU with [CUDA™ Compute Capability 5.0](#) and above
- Arnold GPU works on Linux and Windows and requires an NVIDIA GPU of the Turing, Volta, Pascal, or Maxwell architecture. We recommend using the [450.57](#) or higher drivers on Linux and [451.77](#) or higher on Windows. See [Getting Started with Arnold GPU](#) for more information.

Bug Fixes

- c4dtoa#1714 Failed to read the newest available plugin online in R23
- c4dtoa#1715 Crash when exporting animated objects to ASS procedural with replace enabled
- c4dtoa#1718 Wrong normals with linear subdivision
- c4dtoa#1719 IPR does not update properly when modifying a Symmetry object

- #9968 [Alembic] crash with bezier curves with radius
- #9974 [Alembic] curves don't create instances with make_instance enabled
- #9924 [Alembic] curves:radius doesn't override the radius of curves in archive
- #9957 [Alembic] remapping not working with alembic procedural
- #9956 Allow camera matrices with small scaling values
- #9901 Apply remapping and environment variables to the ocio_color_manager config file
- #9919 Don't allow zero epsilon in bump3d
- #9985 Duplicate output detection broken with non existent paths
- #9907 [GPU] Incorrect results with some LPEs
- #9951 Hang when rendering thin OpenVDB volumes
- #9983 kick --help has "session is already started" warning
- #9892 min_pixel_width does not properly apply to objects within transformed procedurals
- #10022 [OSL] Don't error when OSL plugins are not loaded
- #9948 [OSL] Linking of closure parameters broken
- #8722 Reported AOV sample memory usage is too high
- #9954 Setting texture wrap to MISSING mode results in black border
- usd#488 Implementing HdRenderDelegate::CreateRenderDelegate(const HdRenderSettingsMap& settingsMap)
- usd#513 Reading the matrix in points viewport mode
- usd#518 Accept both string and token for the varname parameter when translating preview materials for the render delegate
- usd#530 Fixing the cylinder light orientation