

KtoA 4.1.1.1

26 Apr 2022

KtoA 4.1.1.1 is a bug fix release, which bundles Arnold core [7.1.1.1](#)

System Requirements

- Windows 10 or later, with the Visual Studio 2019 redistributable.
- Linux with at least glibc 2.17 and libstdc++ 4.8.5 (gcc 4.8.5). This is equivalent to RHEL/CentOS 7.
- CPUs need to support the SSE4.1 instruction set.
- GPU rendering works on Windows and Linux only and requires an NVIDIA GPU of the Ampere, Turing, Volta, Pascal, or Maxwell architecture. We recommend using the [460.39](#) or higher drivers on Linux and [461.40 \(Quadro\)](#), [461.40 \(GeForce\)](#), or higher on Windows. See [Getting Started with Arnold GPU](#) for more information.
- Optix™ denoiser requires an NVidia GPU with [CUDA™ Compute Capability 5.0](#) and above.

Installation

- [Download](#) KtoA for your platform and Katana version.
- Run the self-extracting installer. See the [installation steps here](#).

Bugfixes

- KTOA-733 - Exported ass files have ".temp.exr" as output file
 - KTOA-765 - Wrong type for subdiv_face_iterations when you use AlembicIn
 - KTOA-773 - Fix ArnoldRendererInfoDump console verbosity so it's set before the render session starts
 - KTOA-781 - Live change in imager results in full re-render
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- ARNOLD-12230 - Crash when rendering quad lights with non-default roundness in multiple render sessions
 - ARNOLD-12229 - Crash when adjusting a camera used across multiple render session lifetimes
 - ARNOLD-12228 - Deep driver crashes when batch rendering with progressive negative-AA
 - ARNOLD-12223 - Do not show a dialog box when loading invalid plugins on Windows
 - ARNOLD-12216 - Thread priority was no longer affecting render threads on Windows
 - ARNOLD-12208 - Crash when destroying and recreating a RenderSession with GPU rendering or Optix denoising
 - ARNOLD-12054 - Restarted checkpoint renders were always starting progress at 0%
 - ARNOLD-12192 - [Alembic] Root of b-spline curve is cut short
 - ARNOLD-12253 - [GPU] Crash when deleting and creating render sessions for the same universe
 - ARNOLD-12037 - [GPU] Artifacts in Light Path Expression AOVs using closure labels