

## 2.1.0.2

Release Date

December 29, 2017

This version uses the Arnold 5.0.2.3 core.

### DOWNLOADS

- [solidangle.com/arnold/download](http://solidangle.com/arnold/download)

This version includes the following fixes:

- Fixed memory leak when animated standins were displayed in the viewport
- Exporting selected shading groups wasn't including the custom AOVs
- Fixed regression in "Bake selected geometry" with displacement
- Matte controls weren't working with Standard Hair
- Fixed regression in "Render To Texture" with standins
- Fixed UI error when filter nodes were selected
- Volume grids list wasn't filled for animated VDB

Ticket	Summary
#3235	StandIn Memory Leak in Maya 2018
#3264	Bake selected geometry no longer working with displacements
#3177	Grey out camera's shutter start/end when "use global settings" is enabled
#3242	Matte not working in standard hair
#3252	Shader AOVs not registered properly for custom extensions
#3257	Render To Texture failing with standins
#3263	Python error when filter is selected in Attribute Editor
#3279	Volume UI not showing the list of grids for animated VDB
#3284	Exporting shading groups no longer dump the custom AOVs