

HtoA 6.0.2.2

23 Feb 2022

HtoA 6.0.2.2 is a bug fix release using [Arnold 7.0.0.3](#).

Please download the .py3 version of the HtoA installer when installing the Python 3 versions of Houdini.

Installation

1. Download [Arnold for Houdini](#)
2. Follow these [installation instructions](#)

System Requirements

- Houdini, Houdini FX, Houdini Indie and Houdini Education
 - 18.0.597
 - 18.5.759
 - 19.0.531
 - 19.0.561
- 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.
- macOS 10.13 or later.
- CPUs need to support the SSE4.1 instruction set. Apple Mac models with M series chip are supported under Rosetta 2 mode.
- 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 [470.74](#) or higher drivers on Linux and [472.12 \(Quadro\)](#), [472.12 \(GeForce\)](#), 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.

Bug Fixes

- [htoa#1910](#) Fix `image.filename` USD metadata
- [htoa#1914](#) Disable enable progressive render toggle in GPU mode

- ARNOLD-11969 - Min pixel width on curves doesn't work on first render pass
- ARNOLD-11945 - Crash when mixing transmission on overlapping meshes
- ARNOLD-11852 - Memory leak with imagers when rendering multiple frames
- ARNOLD-11836 - Exiting Arnold during a render causes hangs on Windows
- ARNOLD-11835 - Full frame imagers crash with negative render region
- ARNOLD-10400 - Volume motion blur advection computation was incorrect
- ARNOLD-10391 - Volume motion blur used incorrect motion/shutter intervals
- ARNOLD-10281 - Mix parameter in `mix_shader` is ignored for determining whether a shape is opaque or not
- ARNOLD-12055 - [GPU] Crash switching from CPU to GPU with Optix denoiser
- ARNOLD-10577 - [GPU] Textured skydome_light leaks memory over multiple frames in a session