

## 2.0.1

### Release Date

June 28, 2017

This version uses the Arnold 5.0.1.0 core.

### DOWNLOADS

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

MtoA 2.0.1 is the version included in Maya 2018. It contains major bugfixes and new features:

### BugFixes:

- Several MtoA shaders didn't appear in batch renders
- Kick was returning color management errors
- Fixed multi-thread issues related to color management
- Linux : synColor\_shaders.so couldn't be loaded
- OSX : maketx command couldn't be executed
- Indirect lighting was wrong with chained bump shaders
- Multiple XGen patches weren't rendering properly in IPR
- Per-face shading assignments could fail
- Fixed Shadow Matte result when used with an Image Plane
- Image plane color space was lost during IPR iterations
- Fixed viewport warnings in Maya 2015/2016
- Switch shader wasn't exported when connected to RGBA shaders
- Mesh lights were shaded incorrectly in transmission rays
- Connecting a texture to Transmission Weight was greying out the SubSurface section

### Arnold RenderView (ARV):

- ARV settings are now saved in user preferences (instead of being saved in the scene).
- Menu Save Image Options allows you to choose a view transform when the image is saved
- Added icon and hotkey for Isolate selected
- Fixed crash when the render camera, or the displayed AOV, is deleted
- Gamma slider didn't work until Display Settings weren't opened

## New Features / Parameters :

- Introducing AOV Shaders, that allow additional shaders (like the AovWrite shaders) to be invoked during rendering. 3rd party shaders like **cryptomatte** can be ported to be used as an AOV shader.
- New **Thin Film** parameters in Standard Surface
- Added support for Blobby and Cloud modes in Particles
- Volumes can now be used inside a PolyMesh
- Indirect Sample Clamp in the Render Settings allows you to reduce the noise caused by indirect illumination (it's now enabled by default)
- AOV Indirect attribute in Skydomes allows you to choose whether the skydome illumination has to fill the "direct" or the "indirect" AOVs.
- Added "Coat" builtin AOVs, and removed the coat illumination from the "Specular" AOVs
- Added attribute presets in Standard Surface IOR and Subsurface Radius parameters
- Strength parameter in !aiNormalMap
- Added Export Color Manager option in the export settings
- Texture mode in Image planes is now supported

## Other Changes :

- Extended "Convert deprecated shaders" menu to support aiSurface/aiHair
- Fixed/removed deprecated "help" menus
- Added existing atmosphere nodes in the atmosphere's "Create" list
- Linux: delete previously installed files before a new version is installed

Ticket	Summary
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#3000	color management fails in kick (color space is not linear)
#2941	surfaceShader fails in Batch Renders in MtoA 2.0
#2974	crash when creating an Arnold Standin in mainline
#2992	Existing atmosphere nodes don't appear in the "create" list
#3002	XGen multiple patches support in Arnold RenderView/IPR
#3035	White pixels cover Geo with Subsurface, Thin Walled and Visible Mesh Light
#3040	Arnold 4 files are being left behind when updating to Arnold 5 on Linux
#3043	Mutli-thread issues in SynColor color manager
#3060	[Linux] unable to load dynamic library synColor_shaders.so
#3065	Batch render crash when texture applied to opacity
#2350	MayaImagePlane causes an error when imagePlane Type is Texture
#2928	Setting up attribute affects for aiStandard
#2960	unavailable Bucket Scanning settings such as "woven" become "list" in MtoA 2.0 and rendering fails
#2976	aiSwitch shader not working correctly
#2978	Shadow Matte not working with image planes
#2980	kick fails with 2018 using color_space_conversion
#2983	Crash when you remove the AOV that is shown in the Arnold Render View
#2986	No indirect light when you chain MayaBump2d nodes together
#2987	Connecting a texture to the Transmission weight disables the Subsurface section
#2988	ARV gamma slider doesn't work unless Display Settings are open
#2990	Export image planes as an option background
#2991	SynColor color manager crashes on OSX when config not found
#2995	Add option to export color_manager node or not
#3001	Image plane loses color space during IPR
#3007	Improve syncolor plugin attributes
#3009	MtoA Arnold > Help > Common Workflows - link File Not Found.
#3014	Viewport warnings in Maya 2016
#3015	Deleting render camera and update full scene crashes ARV
#3022	Arnold errors when trying to render type with per face shading assignments
#3023	Implement aov_shaders
#3024	OSX maketx dynamically linked with OpenColorIO
#3026	add command line flag to use a JSON file in Render.exe
#3030	Disable caustics in standard surface presets
#3031	ARV: save settings in user prefs
#3034	Move back extension procedurals to the "procedurals" folder
#3037	Add icon and hotkey for isolate selected
#3047	Add indirect sample clamp in render settings
#3049	Exposing new attributes in Arnold 5.0.1
#3051	Syncolor color manager: higher debug level for transformation messages
#3052	Export motion_stard/end in shapes
#3053	Default Shader "link" icon not working
#3055	Add attribute presets in standard surface
#3056	Cameras should be exported with the global shutter settings by default
#3059	Extend "convert deprecated" menu to aiSurface/aiHair
#3067	ARV: allow to choose a view transform when an image is saved
#3075	Add support for polymesh volumes

#2436	[MAYA-71219] arnoldRenderer.xml file could stay in the mtoa module
#2206	Add support for Blobby and Cloud particle types
#2965	Allow Alternative File Out Location for Render Sequence