

## 2.0.931

Arnold for 3ds Max is provided by the MAXtoA plug-in.

### Release Date

April 24, 2018

This is a feature release, using the Arnold [5.1.0.1](#) core, and is MAXtoA build 931.

### Installation

Get the installer on [Solid Angle Downloads](#).

### Enhancements:

- **Float and RGB ramp shaders:** the native Arnold ramp shaders are now exposed. Ramp shaders are particularly useful when tonemapping the toon shader components.
- **Fisheye, cylindrical and spherical cameras:** these Arnold cameras are now available. Also, the VR camera layout has been updated.

### Fixes:

- Fixed crashes related to the Optix denoiser library.
- Fixed crash with empty string parameters in OSL shaders.

See the Arnold [5.1.0.1](#) release notes for the full list of enhancements and fixes.