

KtoA 3.2.2.3

12 Nov 2021

KtoA 3.2.2.3 is a bugfix release using [Arnold 6.2.1.1](#).

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](#).

Bug Fixes

- KTOA-722 Anamorphic pixel aspect ratio film calculated incorrectly
- KTOA-726 Slow scenegraph evaluation with arnoldYeti