

1.0.0.0

Release Date

May 14, 2015

This version uses the Arnold 4.2.6.2 core.

Download links

- <https://www.solidangle.com/arnold/download/>

FEATURES

- Render region in IPR
- Support for C4D per-object user data
- Support for motion vector
- Support for multiple UV sets
- Export hair UVs and IDs
- Export Display Color of objects as user parameter+
layer_color shader

ENHANCEMENTS

- ASS export command
- Initial support for X-Particles
- New [sky](#) workflow
- Optimized shader sampling in TFD translator
- Simplified object mask workflow (see [Object Mask](#))
- Support for Background object (image plane)
- Shader network
 - Editor always shows the selected material, don't need to reopen
 - Editor remains in its docked position
 - 'Assign' tab to Arnold Shader Network Material
 - Use relative path when an image file is dropped to the network editor
- Activate / deactivate AOVs by double clicking in the AOV editor
- Load Arnold plugins from subfolders of plugins/C4DtoA/shaders
- Tx Manager enhancements:relink feature to Tx Manager
 - Replace with .tx after generation
 - Added path replacement settings
 - Show the node which defines the texture
 - Relink feature to Tx Manage

FIXES

- Remove unused materials does not work with Arnold materials
- Crash in Team Render by deactivating a client during render
- IPR is not updated when changing texture of a quad light