


2.0.3.3

Release Date

August 2, 2017

This version uses the [Arnold 5.0.1.1](#) core.

 On Windows, C4DtoA 2.0 and later require the [Visual Studio 2015 redistributable](#)

Download links

- [Solid Angle Downloads](#)

FIXES

- Focus Object in the camera does not match the C4D render
- Disabling camera blur disables motion blur on moving objects
- Color texture of a skydome_light is not exported when motion blur is enabled
- Cryptomatte shader is not exported as an AOV shader