

# KtoA 3.0.3.0

## Release Date

April 20, 2020

## Note



- Please visit [Getting Started With Arnold GPU and Arnold GPU FAQ](#)
- Check the compatibility of your system on [Supported GPUs](#)
- Review the [Supported Features and Known Limitations](#)



**Autodesk Network Licensing** now requires new license files with an updated **2020 version**. Please follow the instructions on [this page](#) to generate your license file. More info about Arnold 6 licensing can be found [here](#).

## Download and Installation

Arnold, KtoA, and other downloads are available [here](#). Installation instructions come with KtoA, but can also be viewed here: [Installation](#).

## Compatibility

- **Arnold:** 6.0.2+
- **Katana:** 3.2v1+, 3.5v1+
- **Platforms:**
  - Linux: x86-64, RHEL 6+ or compatible glibc
  - Windows: 7+ on x86-64, with VC++ 2015 redistributable installed
- **GPU:** see [here](#) for detailed information. Required NVIDIA drivers:
  - **Linux:** 440.36 or higher
  - **Windows:** 441.28 or higher

## Enhancements

- **Updated Arnold core:** Update to Arnold 6.0.3, which has a new instancer procedural, USD and Alembic improvements, a new scene read/write API, and many more improvements including for GPU rendering. See the [release notes](#) for more information.
- **ArnoldSceneBake:** Using Arnold's scene import/export plugins, the scene can be exported to .ass or to USD as Arnold views it. The resulting file should have one of .ass, .usd, .usda, or .usdc extensions and the export will automatically use that variant. If there are other formats supported by a scene plugin for Arnold, those will automatically be available as well, although any custom parameters for those formats are not yet presented, but for .ass export all the usual controls are available to customize the export. (#459)
- **OSL include paths:** OSL include paths can be set using a colon-separated list in the KTOA\_OSL\_INCLUDEPATH environment variable. There is a global option osl\_includepath, but it is recommended to use the environment variable so that OSL shaders present in the nodegraph can be auto-compiled with access to the OSL headers you desire. (#460)
- **Profiling information:** Some of the time spent during scene translation are added to the profile output now for Arnold. It should be possible to gain some insight into how KtoA is spending its time setting up the scene for Arnold core by outputting the profile to disk (Arnold global settings: Verbosity Settings: profileFile). Additionally, if scene translation takes a long time, it should now show up in the top 10 in the Arnold log. (#296)
- **Analytics Management:** When KtoA starts up, the user is informed about Autodesk's desktop analytics program if they haven't been informed before. After that, a shelf script is available to modify the opt-in or opt-out status for participating in the program. (#417, #469)
- **Improved Light Texture Display:** Texture transformations, like scale, offset, rotation, wrap and flip, are now correctly displayed in the viewport for Gobo, Quad, and Skydome when using the GafferThree node. (#326)
- **Face scoped UVs:** Face scoped UVs are now supported on polymeshes. (#466)

## Bug Fixes

- #397 Quad light viewer plugin should account for modified light vertices