

2.1.0.2

Release Date

December 29, 2017

This version uses the Arnold 5.0.2.3 core.

DOWNLOADS

- solidangle.com/arnold/download

This version includes the following fixes:

- Fixed memory leak when animated standins were displayed in the viewport
- Exporting selected shading groups wasn't including the custom AOVs
- Fixed regression in "Bake selected geometry" with displacement
- Matte controls weren't working with Standard Hair
- Fixed regression in "Render To Texture" with standins
- Fixed UI error when filter nodes were selected
- Volume grids list wasn't filled for animated VDB

| Ticket | Summary |
|--------|---|
| #3235 | StandIn Memory Leak in Maya 2018 |
| #3264 | Bake selected geometry no longer working with displacements |
| #3177 | Grey out camera's shutter start/end when "use global settings" is enabled |
| #3242 | Matte not working in standard hair |
| #3252 | Shader AOVs not registered properly for custom extensions |
| #3257 | Render To Texture failing with standins |
| #3263 | Python error when filter is selected in Attribute Editor |
| #3279 | Volume UI not showing the list of grids for animated VDB |
| #3284 | Exporting shading groups no longer dump the custom AOVs |