

HtoA 2.0.1

12 May 2017

This is a bugfix release, fixing fur and curves UVs.

Installation

1. Get the install files on [Solid Angle Downloads](#).
2. Follow these [installation instructions](#).

Compatibility

This release uses Arnold 5.0.0.2 and OpenVDB 4.0.0.

Binaries available for the following Houdini, Houdini FX, Houdini Indie and Houdini Education production builds:

- 16.0.504.20
- 16.0.557
- 16.0.600

and for the following platforms:

- Linux x86_64 (gcc4.8)
- Windows 7 x64 (vc14)
- Mac OS X 10.8+ (clang7.3)

Please note that Houdini Apprentice does not support third party renderers and thus cannot run HtoA.

Enhancements

- Skin UVs are now automatically exported to fur UVs (htoa#892)
- The lightpath expression menu is now dynamically updated with the scene light groups (htoa#899)

Fixes

- Bump slot removed from material output (htoa#897)
- Inconsistent `reference_time` between deform and transform motion blur (core#5946)
- `AisetAppstring()` not working (core#5947)
- Curves with varying UVs rendering wrong (core#5973)
- Shadow matte shader missing transparency with passthrough shader (core#5977)

See also the [Arnold 5.0.0.2](#) release notes for the full list of core enhancements and fixes.