HtoA 6.1.1.1

27 Apr 2022

HtoA 6.1.1.1 is a bug fix release using Arnold 7.1.1.1.

Please download the .py3 version of the HtoA installer when installing the Python 3 versions of Houdini.

Installation

1. Download Arnold for Houdini
2. Follow these installation instructions

System Requirements

Houdini, Houdini FX, Houdini Indie and Houdini Education

- 18.0.597
- 18.5.759
- 19.0.589
- 19.0.622

- Windows 10 or later, with the Visual Studio 2019 redistributable.
- Linux with at least glibc 2.17 and libstdc++ 4.8.5 (gcc 4.8.5). This is equivalent to RHEL/CentOS 7.
- macOS 10.13 or later.
- CPUs need to support the SSE4.1 instruction set. Apple Mac models with M series chips are supported under Rosetta 2 mode.
- GPU rendering works on Windows and Linux only and requires an NVIDIA GPU of the Ampere, Turing, Volta, Pascal, or Maxwell architecture.
- Optix™ denoiser requires an NVidia GPU with CUDA™ Compute Capability 5.0 and above.

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- We recommend using the **511.09 (Quadro), 511.09 (GeForce)**, or higher on **Windows** and **495.46** or higher drivers on **Linux**. See Getting Started with Arnold GPU for more information.
- **The driver type must be set to DCH.**

NVIDIA Driver Downloads

Quadro New Feature Driver Search

Product Type:	Operating System:
NVIDIA RTX / Quadro	Windows 10 64-bit
Product Series:	**Windows Driver Type:**
Quadro RTX Series	DCH
	Standard
Product:	DCH
Quadro RTX 6000	English (US)
	Recommended/Beta:
	All

SEARCH

Name	Version	Release Date
⊞NVIDIA RTX / Quadro Desktop and Notebook Driver Release 510 WHQL	R510 U2 (511.65)	February 1, 2022

In the driver page select "Windows Driver Type:" DCH

⚠ The cache will also need to be re-populated after installing a new Arnold version, **updating to a new NVIDIA driver**, or changing the hardware configuration of GPUs on the system. More information can be found here.

Bug Fixes

- HTOA-1969 - Allow negative values in the overscan parameter on the Arnold ROP
- ARNOLD-12230 - Crash when rendering quad lights with non-default roundness in multiple render sessions
- ARNOLD-12229 - Crash when adjusting a camera used across multiple render session lifetimes
- ARNOLD-12228 - Deep driver crashes when batch rendering with progressive negative-AA
- ARNOLD-12223 - Do not show a dialog box when loading invalid plugins on Windows
- ARNOLD-12216 - Thread priority was no longer affecting render threads on Windows
- ARNOLD-12208 - Crash when destroying and recreating a RenderSession with GPU rendering or Optix denoising
- ARNOLD-12054 - Restarted checkpoint renders were always starting progress at 0%
- ARNOLD-12192 - [Alembic] Root of b-spline curve is cut short
- ARNOLD-12253 - [GPU] Crash when deleting and creating render sessions for the same universe
- ARNOLD-12037 - [GPU] Artifacts in Light Path Expression AOVs using closure labels