System Requirements

In general, Arnold is going to work on pretty much any 64-bit system where Houdini, Maya, Cinema 4D, 3ds Max, or Katana works. However, there are some minimum requirements:

- 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.

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.

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.