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.

Getting Started with Arnold GPU

The driver type must be set to 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.