

KtoA 2.4.0.4

Release Date

January 20, 2020

This release includes the [beta version of Arnold GPU](#)



Important information about Arnold GPU (beta)

- Check the [system requirements](#) before using Arnold GPU. If you don't have a [supported card](#) or the [required drivers](#), GPU rendering will not work.
- Review the list of [supported features and known limitations](#) before you start using Arnold GPU.
- If you have any technical problems, questions, or feedback on Arnold GPU, use the beta forum on [Arnold Answers](#)

Download and Installation

Arnold, KtoA, and other downloads are available [here](#). Installation instructions come with KtoA, but can also be viewed here: [Installation](#).

Compatibility

- **Arnold:** 5.4.0.0+
- **Katana:** 3.0v1+, 3.1v1+, 3.2v1+
- **Platforms:**
 - Linux: x86-64, RHEL 6+ or compatible glibc
 - Windows: 7+ on x86-64, with VC++ 2015 redistributable installed
- **GPU (beta):** see [here](#) for detailed information. Required NVIDIA drivers:
 - **Linux:** 418.56 or higher
 - **Windows:** 419.77 or higher

Bug Fixes

- #430 Additional AOVs not denoised by noise
- #443 Arnold crashing when using geometry.point.width on linear curves in Katana
- #447 Light Filters are dropped in Live Rendering when the light is modified
- #449 .ass.gz files loaded through ArnoldStandin node result in an error at render time
- #442 Some textures not loading for hydra viewer lights
- #441 Live changes of image shader on quad and skydome lights not working
- #422 Light filters are not assigned to instanced lights
- #373 enumerated value -1 is out of range on color_convert node
- #364 Increasing the radius of a spotlight with a gobo tiles the viewport preview of said gobo