

2.5.2

Release Date

May 22, 2019

Download links

- [Solid Angle Downloads](#)

This version uses the **Arnold 5.3.1.0** core, and it includes the [beta version of Arnold GPU](#). See the [Release Notes](#).



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](#)



Minimum required R20 version is now **R20.057**. If you have an older version it can hang at startup when loading the plugin. Please update your Cinema 4D R20 in this case.

FEATURES

- [Load, save and delete shader user presets](#)
- [Load, save and delete shader network user presets](#)

ENHANCEMENTS

- Render C4D Noise shader on the GPU
- Show progress bar in the [IPR window](#)
- [Add Use implicit UVs parameter to the ramp_float shader](#)
- [Add Wrap UVs parameter to the ramp shaders](#)
- [Add Clamp and Default color parameter to the uv_projection shader](#)
- Export shaders together with [operator graphs](#)
- Show estimated remaining time of [GPU cache population](#)
- Export all available grids in [Arnold Volume](#) by default
- Display errors of material preview renders in the console

FIXES

- XP particle color in the IPR does not match the Picture Viewer
- AOV write shader output is wrong when using polygon selections