

5.1.1.1

27 Apr 2022

MtoA 5.1.1.1 is a hotfix release that uses Arnold [7.1.1.1](#)

Installation

- [Download](#) the Arnold for Maya plugin
- Follow these [installation instructions](#).

System Requirements

- Maya 2020, 2022 or 2023
- 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.**

NVIDIA Driver Downloads

Quadro New Feature Driver Search

Product Type: NVIDIA RTX / Quadro
Product Series: Quadro RTX Series
Product: Quadro RTX 6000

Operating System: Windows 10 64-bit
Windows Driver Type: DCH
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](#).

Maya Plugins Compatibility

MtoA 5.1.1.1 works with the following Maya plugins

- **Bifrost Extension for Maya 2.3.1.0**
- **MayaUSD 0.16.0 (USD 21.11)**

Bug Fixes

- MTOA-963 - Esc does not stop Render Sequence
- MTOA-999 - Region Min and Region Max values are not exported

- 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