

5.0.3.3

01 Feb 2022

MAXtoA 5.0.3 is a bugfix release, updating to [Arnold 7.0.0.2](#)

Installation

1. Download [Arnold for 3ds Max](#).
2. Follow the [installation instructions](#).

System Requirements

- Autodesk 3ds Max 2020, 2021, or 2022.
- Windows 10 or later, with the Visual Studio 2019 redistributable.
- CPUs need to support the SSE4.1 instruction set.
- GPU rendering requires an NVIDIA GPU of the Turing, Volta, Pascal, or Maxwell architecture. We recommend using the [461.40 \(Quadro\)](#), [461.40 \(GeForce\)](#), or higher drivers. See [Getting Started with Arnold GPU](#) for more information.
- Optix™ denoiser requires an NVidia GPU with [CUDA™ Compute Capability 5.0](#) and above.

Bug Fixes

- ARNOLD-11890 - Crash with overlapping dielectrics using the same priority with only one using an interior closure
- ARNOLD-11728 - Performance regression on some scenes introduced in Arnold 7.0.0.0
- ARNOLD-11282 - Curve face index assignment to 0xFFFFFFFF causing crashes
- ARNOLD-11875 - [GPU] Disabling lights interactively only works once
- ARNOLD-11844 - [GPU] Error when interactively loading scenes with an atmosphere
- ARNOLD-11782 - [GPU] Crash with empty grids in OpenVDB files
- [usd#933](#) Set Product Metadata
- [usd#953](#) AiMsgSet functions need to be called with a render session
- [usd#941](#) Avoid linking with hdx for older USD versions
- [usd#951](#) AiResolvePath is not called with a procedural file type
- [usd#962](#) Support building arnold-usd against USD 21.11