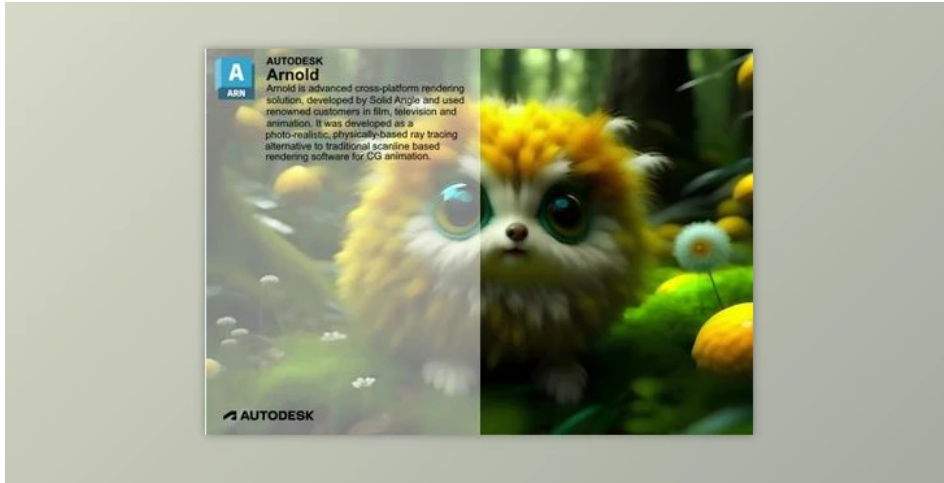


Arnold v5.5.2 for Maya 2024-2026 (Win, Mac-v5.4.7.1, Linux, Darwin-v5.4.3)

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- 1.
- 2.

Arnold v5.4.7.1 for Maya 2023-2025 (Win, Mac, Linux, Darwin-v5.4.3), introduces several enhancements aimed at improving the rendering experience. Integration of the Intel Open Image Denoiser (OIDN) enhances noise reduction capabilities, while enhancements to Arnold Render View Snapshots streamline the process of capturing and managing render snapshots.

How to increase noise reduction in images using OIDN?

You can use "Arnold for Maya" to design your project.

Attribute Editor improvements include support for OSL Enum parameters, simplifying parameter selection, and adjustment. The aiRampRgb node now offers over 100 new presets, expanding color ramping possibilities. Creation of aiVolume nodes automatically assigns corresponding aiStandardVolume shaders, simplifying the volumetric effects setup.

"Solid Angle Maya to Arnold" Samples:

Updates to OIDN (version 2.2.2) and OptiX denoiser improve noise reduction performance and feedback quality during interactive rendering. USD enhancements include improved light linking on custom procedurals, enhanced tooltips for Arnold nodes, and support for the new Arnold AI_NODE_IMAGER node type, enhancing compatibility and flexibility in USD workflows.

资源列表

- download [Arnold v5.4.7.1 for Maya 2023-2025 \(Linux\)](#)
- download [Arnold v5.4.7.1 for Maya 2023-2025 \(Mac\)](#)
- download [Arnold v5.5.2 for Maya 2024-2026 \(Win\)](#)
- download [Autodesk - Arnold v5.5.1 for Maya 2024-2026 \(Win\)](#)



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