



New capabilities in Arnold improve artists' creativity and efficiency when rendering such as a much-improved GPU renderer, faster volume rendering, high quality curves, light AOVs in the toon shader, a text overlay imager, USDZ, and many more user experience improvements so artists can focus on their work,

This information is under embargo until December 13, 2023

Highlights

Feature		About	Outcome	V.
Shapes, Lights, and Cameras				
New	GPU Rendering	Faster startup time and increased rendering speed with time to first pixel on the first render being 4-10x faster.	Access a more streamlined light rendering process	7.2.5
New	Improved Global Light Sampling	Global Light Sampling now supported in Volumes. Lower noise levels in areas behind lights when using Quad and Disk Lights, with speedups up to 5%. Scenes with multiple mesh lights also have lower time to first pixel, up to 20%.	Render many lights more quickly	7.2.5
Shading & Texture				
New	Toon Shader Light AOVs	The Toon Shader is now capable of writing light group contribution to dedicated AOVs	Easily enable more creative effects	7.2.4
	Enhanced Distance and State Shader	Enhanced multiple output support to expose more parameters on Distance and State Shader nodes.	Create higher quality renders	7.2.3
Technologies				
New	Universal Scene Description (USD)	Directly render in USDZ files without extracting textures through kick of the USD procedural. Additional enhancements to USD and Hydra for scene units and orthographic camera support.	Collaborate more effectively with open standards	7.2.5
New	Intel Denoiser on GPU	Added support for NVIDIA and Intel GPU denoising with 10-20x speed increases.	Increase rendering performance on Windows machines	7.2.5
	Color Management	MaxtoA fully supports the newly added Color Management workflows in 3ds Max 2024.	Have greater control over your colors	7.2.0
	Apple CPU Support	Native support for Maya, C4D, and Houdini running under Apple M series CPUs with rendering speed gains of 20%.	Reach new levels of performance on Apple hardware	7.2.0
Artist-Friendly Improvements				
New	Overlay Imager	Decorate or tag renders by printing text over images or include system information or statistics	Markup your renders with important information and data	7.2.5

Learn More

[Arnold Enhancement Timeline](#)[Arnold Release Notes](#)[Arnold Blog](#)