Release Notes for Nuke and Hiero 17.0v1 Beta#3 - Open Beta

Release Date

6 November 2025

New Features

3D

- **Import with greater control**
  Working in the new 3D system gives you access to all new import workflows to help you get to the assets you need most. Whether that's creating a curated selection for just the geometry and cameras you need for your projections, or bringing in highly detailed or complex scenes to place comp elements in, or align with matte paintings.
    - The new import pop-up dialogue allows users to non-destructively customise their scene graph prior to import.
        - Load or unload payloads
        - Activate and deactivate prims
        - Filter by primitive types
        - Set the graph depth of their scene graph in the dialogue to make it easier to review large USD assets prior to import
    - A new Scene Graph tab has also been added to the GeoImport node so users can customise their selection post import.
- **Alembic Import is now supported**
  The Geoimport node supports the ingest of Alembic geometry and cameras in the new 3D system. Please note that HDF5 based files are a deprecated file type and no longer supported.

- **Access and edit camera data anywhere**
  The Camera node updates provide easier workflows for visualising your cameras in Nuke in the context of the scene, new ways to constrain cameras, an updated UI experience, live passthrough of USD data and connections to new nodes for extending camera workflows.
    - Camera node allows for passthrough of live USD attribute data
    - Camera node UI update
    - New constraint modes via constraint pipe
    - Inject cameras to your USD stage
    - Connect via GeoScene
    - Visualise imported cameras in your 3D viewer
    - Look through imported cameras in the 3D viewer dropdown

- **Directly edit USD cameras**

  The GeoEditCamera node gives you greater control over direct editing of cameras in your USD stage, without having to create a duplicate Camera.
    - GeoEditCamera node

- **Move 3D data to any part of your Nuke comp**

  The Axis node updates enable you to passthrough 3D scene transformation data to any node in Nuke, as well as new constrain tools and an updated UI experience
    - Axis node allows for passthrough of live USD attribute data
    - Axis node UI update
    - New constraint modes via constraint pipe
    - Inject axis data as Xforms to your USD stage
    - Connect via GeoScene

- **Understand your 3D node graph at a glance**
  The ability to easily read a node network when zoomed out in the node graph is a really great part of working in Nuke and one where with the new 3D system we really wanted to bring some of the logic of node colours and shapes, or masking workflows into this
    - New 3D node names
    - Updated node colours
    - Mask icon and paths shown on nodes
    - Ability to inject 3D masks down a pipe
    - New GeoMask and GeoClearMask nodes for passing masks down your node graph
    - Scene graph colouring and filtering updates

- **Improved Material Binding when working with USD stages**
  Advanced USD settings have been added to The GeoBindMaterial node to allow the users working with complex USD scene to override existing materials on a USD primitive, and have these materials

correctly displayed in both the viewer and ScanlineRender2.

- The GeobindMaterial Node now includes the following options:
    - Binding Strength - Allows the user to indicate if the material on the path overrides any existing materials in the scene.
        - Stronger than Descendants means that the material will override any existing materials in that mask path.
        - Weaker than Descendants means that materials will only be applied to primitives in the given path when no other materials are set
        - Pass Through does not change any existing bindings on that primitive path.
    - Purpose - Indicates whether a bound material is being used in the viewer, the renderer or both.
- The Geo Prune node now prune's materials meaning preview materials can be removed and replaced by materials bound with the GeoBindMaterial

- **New MtlXStandardSurface node added**

  We are introducing Nuke's first MaterialX shader node, supporting the Standard Surface material model within the USD-based 3D system.

  Artists can assign existing MaterialX Standard Surface materials to geometry, preview them accurately in the Hydra Viewer, and render them through ScanlineRender2.

  This initial implementation focuses on enabling consistent material display and rendering between look-development and compositing.

  Please note:

  - Texture inputs are currently visible but not yet supported. The next connections to texture maps will be enabled in a future Beta release: Base Color, Specular Color, Specular Roughness, Emission Color, Normal, Coat Normal, and Metalness.
  - Indirect lighting is not currently supported in ScanlineRender2 which is why the environment light as well as object reflections will not be rendered in this release using the MtlXStandardSurface node.

- **Light like you are on set**

  The light updates provide a way to work with lights that connects artists to the workflows and terminology used on set and UI updates to locators and light panels to get access to the light controls you need faster.

  - Light node UI updates
  - New attributes based on real world lighting workflows and terminology
  - New constrain modes via constraint pipe
  - New light locators with in viewer controls
  - Inject lights to your USD stage
  - Connect via GeoScene
  - Directly edit USD lights using new GeoLight nodes (GeoDistantLight, GeoDiskLight, GeoDomeLight, GeoSphereLight)

- **Rendering revisited**

  The ScanlineRender2 node continues its evolution and for this release there have been a few additions to existing workflows and some existing features to highlight for projection and lighting workflows.

  - Material families
  - Binding purposes for rendering
  - UV unwrapping Prim Path and UDIM/UV tiles
  - Updates to light rendering

- **Up to date USD version support**

  Work with recent USD versions right out of Nuke for access to some of the latest features and fixes.

  - Support for USD Version 25.08

ACES 2.0

- Take advantage of the latest version of ACES optimised for HDR and SDR content and designed for the needs of modern color pipelines. The ACES 2.0 Studio and CG configs are now shipped natively in Nuke.

Annotations

- **Updated Drawing Tools**
  The Annotations drawing tools have been completely revamped to be more responsive, as well as introducing new functionality that enables you to express your creative intent.
  - new pressure-sensitive size, opacity and Hardness for brushes
  - New Dudge and Burn brushes
  - New eraser brush
  - New drawing blend modes on the paint tool.
  - New colour picker and eyedropper for the paint tool

- **New Annotations Panel**
  Your new way to communicate and navigate annotations on your project. Annotations now have a

clear space to add your comments and directions as well as add new notes or comments for your teams to have a conversation and track progress.

- annotations can be created on an specific frame or frame range as well or as a general comment without timestamp.
- each annotations can hold a conversation with the new notes section
- Clicking on each annotation on the panel will navigate to the frame or frame range that the annotation refers to.

- **Annotations Toolbar Redesign**
  We have redesigned the Annotations toolbars to make it easier to control and access what and how you want to create your annotation, as well as adding all the parameters for your brushes.

  The left toolbar now has only the selection of brushes.
  The top toolbar contains the controls for creating a new annotation as well as the parameters for your brushes.

Deep

- **Render deep composites faster**
  Improvements have been made to the Deep system so it now renders up to 1.88x faster to disk and in the Nuke viewer.

File Formats

- **NotchLC Support on Windows**

  The NotchLC Mov Codec is now supported on Windows for Ingest and Export. High Resolution Mov footage can be prepared in Nuke for use in Virtual Production and other types of High Resolution playback.

Graph Scope Variables

- **Extended Python APIs and Callbacks for GSVs**
  The new Python callbacks allow to hook into Variable events enabling automation and advanced integrations for Variable-enabled workflows and Multishot workflows.

- **Enhanced Performance for Graph Scope Variables**
  Loading and interacting with projects in the GUI is more performant, especially when the number of Variables or VariableGroups is large

- **GSVs in node labels**
  To improve Nuke script readability GSVs can now be made visible in node labels, making variable driven scripts readable at a glance.

- **Support for GSV Expressions in the Root Node knobs**
  Expressions can now be set for knobs in the project settings so that GSV's can be created for these values and they can be dynamically updated

HDR

- **Read and write HDR mov files with the correct metadata**
  Support has been added for YCbCr conversion and NCLC metadata atoms in Nuke Mov writer and reader meaning HDR images can be written with the YCbCr matrix value Rec2020. The correct supporting metadata can now also be set for Color primaries, and Transfer Functions, and will now read and display in nuke and other parts of your color pipeline.

High Resolution

- **Utilize OFX plugins at the scale your content demands**
  Nuke's maximum resolution limitations have been removed for OFX Plugins. Allowing the maximum image resolution to be determined by hardware capabilities. Third party OFX plugins that have maximum resolution limits, may need to be updated to take advantage of this change. In Nuke the Furnace nodes have had internal resolution limitations removed, this includes:
    - F_DeFlicker2
    - F_RigRemoval
    - F_WireRemoval
    - F_ReGrain
    - F_Steadiness
    - F_Align

Monitor Out

- AJA Products NTV2 17.5.x - SDK Update

OpenAssetIO

- Nuke 17.0 includes updated versions of the OpenAssetIO and OpenAssetIO-MediaCreation libraries, enhancing stability and performance. Specifically, this release now incorporates the stable v1.0.0 version of OpenAssetIO. These are incremental updates that primarily deliver minor technical bug fixes and quality-of-life improvements.

  OpenAssetIO library updates:

  - openassetio v1.0.0
  - openassetio-mediacreation v1.0.0-alpha.12

TVIScale

- **Significantly faster Upscaling in Nuke**
  The TVIscale node has been updated to improve processing time when upscaling.
  TVIscale now performs up to:

  - 98x faster on the GPU
  - 26x faster on the CPU

VFX Reference Platform CY2025

- Ensure your pipeline runs smoothly with Nuke 17.0's full support for VFX Reference Platform 2025, bringing full compatibility and seamless integration with the rest of your updated software packages. The following libraries have had significant upgrades:

  - Boost: 1.85.0
  - OpenColorIO: 2.4.2
  - TBB: 2021.13
  - OpenEXR: 3.3.5
  - OpenVDB: 12.0.0

Feature Enhancements

3D

- **ID 151132** - Implemented ScanlineRender option to output Z depth as an absolute distance
- **ID 366920** - ScanlineRender2 is now a raytrace renderer by default and has a UV unwrap projection mode which renders the object uv space into the output format.
- **ID 553947** - Added support for multiple constrain types when using the 'constrain' pipe on 3D nodes
- **ID 556999** - Added new node colours to 3D nodes to improve system readability
- **ID 594194** - Added basic section knobs and tooltips to the UI for the Point Light in the new 3d system.
- **ID 601021** - Added support for an Axis input on GeoEditCamera node

Annotations

- **ID 588405** - Added the ability to get/set Annotation brush attributes like size and color via Python

Backdrops

- **ID 490870** - Backdrop nodes can now be created using a hotkey at the size and location of the mouse drag-selection box on the nodegraph. Hold Shift+Z and when you release the mouse after a drag-selection, a backdrop node will be created.

File Formats

- **ID 527339** - Add support for the NotchLC codec

Graph Scope Variables

- **ID 601000** - Add GSV support to Root knobs like first_frame and last_frame

HDR

- **ID 473829** - Added support for Rec.2020 YCbCr matrix conversions when reading and writing MOV files
- **ID 484937** - Allow full control of the NCLC atoms in Nuke

Bug Fixes

3D

- **ID 162637** - ScanlineRender2 no longer presents artifacts with limited samples when viewing 3D cards with a Camera at certain angles
- **ID 488092** - Hydra Viewer display knob does not update correctly with the Hydra renderer
- **ID 510783** - GeoSphere: Small u_extent and v_extent values of GeoSphere are causing texture to disappear in the viewer
- **ID 521133** - Rotations now work correctly when there is a parent transform
- **ID 524134** - Setting a GridWarp as the texture input for new geometry does not animate
- **ID 525879** - Animated GridWarps now work correctly as texture inputs
- **ID 525939** - New WireframeShader node generates artefacts in viewer
- **ID 527955** - SLR2 > projection_mode knob switching is causing hang behaviour in Nuke
- **ID 532385** - Environment Light knobs no longer become disabled after a value change
- **ID 538577** - GeoImport nodes with Alembic files don't pass {lastmodified} data downstream
- **ID 548524** - Slr2 - re-enable object \& light masking support
- **ID 548543** - Changing the EnvironmentLight texture input no longer causes objects to disappear in the 3D viewer
- **ID 552489** - ScanlineRender no longer loses texture in the scene once a transform is undone
- **ID 555755** - ScanlineRender2 updates in the viewer correctly when scrubbing or playing back

- **ID 563769** - Alembic file Set() not supported" errors no longer occur when loading Alembic (ABC) files with the GeoImport node
- **ID 569363** - TimeOffset and Frameholds no longer affect prims that have been deactivated via GeoActivate
- **ID 579729** - FrameHold now works correctly when connected to the material input of a GeoCard or GeoCube node
- **ID 583116** - Animated objects now update correctly when viewing a ScanlineRender2 node on Windows
- **ID 585254** - Deep inputs to GeoPoints no longer results in a crash
- **ID 586096** - Nuke no longer crashes when viewing a ScanlineRender2 node with certain USD files
- **ID 586470** - Hydra output on Intel Mac with Intel GPU no longer results in random colors, and clears correctly on redraw
- **ID 587675** - Environment Lights no longer display upside down in the Hydra viewer
- **ID 587677** - ScanlineRender2 no longer produces stripe artifacts in the depth output
- **ID 591859** - Framing objects with the F key in the 3D viewport now works correctly
- **ID 593427** - Camera look through dropdown menu no longer moves entries further and further to the right on every open
- **ID 594135** - Exporting cameras generated by a Camera node is now working correctly
- **ID 594144** - Imported animated USD cameras update correctly in the viewer when playing the timeline
- **ID 594685** - GeoTransform now handles changes to the axis input correctly
- **ID 595186** - The USD Camera locator for a nuke camera node now appears at the correct location when the camera node is directly connected to the viewer.
- **ID 595187** - The USD Camera locator for a camera, that has been created from a camera tracker node, now appears at the correct location.
- **ID 595433** - Project3DShader now renders correctly in ScanlineRender2
- **ID 597021** - The Enable Occlusion option now works correctly wih textured assets/meshes
- **ID 597570** - Changes on the A input pipe of a GeoTransform node now update correctly

- **ID 597653** - ScanlineRender2 now correctly renders when using stereo views and the hero view is set to “right”
- **ID 598232** - Cameras now update correctly when using the constrain workflow with ScanlineRender2
- **ID 598532** - Removing all Variables in a VariableSet will no longer remove the VariableSet
- **ID 599185** - Selecting rotation axis handles now works correctly
- **ID 599296** - RotoPaint nodes contributing to textures applied with a GeoUVProject are now rendered correctly in ScanlineRender2
- **ID 599545** - New 3D system Camera node can now export the near and far values to clippingRange in a USD prim
- **ID 600521** - Focal Length, Horizontal Aperture and Vertical Aperture now correctly calculated in mm when importing a Camera from a USD file with a non default metersPerUnit value.
- **ID 601012** - USD camera locators are now being updated correctly if the camera has expression driven animation
- **ID 601224** - The Camera node exports default values to USD if these are different to the USD Camera schema defaults.
- **ID 601418** - Nuke no longer crashes when loading specific Alembic files via GeoImport
- **ID 601665** - UsdUvTexture shaders created by Nuke no longer have their texture wrap mode forced to "black"
- **ID 601740** - Binding a checkerboard as a material no longer makes meshes disappear in the 3D viewer
- **ID 601746** - Textures applied to the BasicMaterials texture input are no longer missing on parts of geometry when bound
- **ID 601747** - Nuke no longer freezes after editing the mask path in GeoBindMaterial
- **ID 601751** - The 'All Materials' path option no longer appears in 3D nodes that don't affect materials
- **ID 601758** - ScanlineRender2 is now correctly rendering new material bindings from GeoBindMaterial
- **ID 602036** - The USD camera locator is now drawing the Frustum in the correct location
- **ID 602085** - Using a Geoimport node with a USDZ file no longer causes Nuke to crash
- **ID 602160** - The 3D viewport now correctly displays animations applied to a texture that is being projected with a Project3D node

- **ID 602282** - GeoUVProject's render output is now correct with ScanlineRender2 on Windows
- **ID 602305** - Scrubbing or playing the output of a Project3DShader no longer results in jumpy frames
- **ID 602549** - When the the Axis knob handles are active you can now correctly rotate in the viewer on Windows
- **ID 602685** - GeoUVProject no longer crashes Nuke when there is an Axis input connection while in perspective mode
- **ID 602754** - Setting binding strength to stronger than descendant is no longer ignored by ScanlineRender2
- **ID 603054** - Rendering a projection from the Project3D node in ScanlineRender2 will no longer result in flickering
- **ID 603167** - A PointClouds bounding box no longer prevents the selection of Geo located within its bounding-box
- **ID 603341** - Project3DShader geometry is no longer missing from the 3D viewer
- **ID 603628** - Cone softness handles now correctly correspond to the properties panel range
- **ID 603805** - The Camera node now correctly takes the translation data from a GeoEditCamera node
- **ID 604495** - Loading a .nk file with more payloads deactivated is now faster than loading .nk file that has more payloads activated
- **ID 605023** - Scripts with visibility attributes no longer cause Nuke to crash
- **ID 605092** - Cancelling the creation of a GeoImport node after interacting with the pop up scene graph tree no longer causes a crash
- **ID 605096** - Adding a ModelBuilder node first no longer breaks the loading of a Project3DShader node
- **ID 605165** - Disabled payloads now render correctly from ScanlineRender2
- **ID 605205** - ScanlineRender2's default surface shader now has a divide by PI applied on the diffuse term helping the render result to more closely align with what you see in the viewer
- **ID 605338** - The PointsGenerator nodes 'Analyze Sequence' knob no longer results in the error "'Camera' input has a bad projection matrix"

- **ID 605789** - GeoCameraTrackerPoints node correctly displays results in the 3D viewer and no longer intermittently crashes Nuke
- **ID 606165** - Playing back the render output of ScanlineRender rendering a Project3DShader node will no longer crash Nuke
- **ID 606169** - ScanlineRender2 will no longer intermittently render frames with incorrect camera data
- **ID 606255** - Nuke will no longer distort geometry in the 3D viewer after viewing through an object with non-default scaling and then returning to the default camera
- **ID 606357** - The GeoScene node color has been updated to the correct value
- **ID 606906** - MtlXStandardSurface Shader node slider event updates can generate numerous error messages on console
- **ID 606947** - Importing an alembic file via GeoImport will now correctly display prim paths as expanded
- **ID 606985** - Slowly panning or rotating the viewport camera no longer results in stuttering
- **ID 607002** - DiskLight direction now correctly renders in ScanlineRender2
- **ID 607027** - USD camera locators when displayed in the 3D viewer are now drawing correctly
- **ID 607247** - Changing the DirectLight nodes spread angle when the viewer is connected to ScanlineRender2 no longer crashes Nuke
- **ID 607364** - Activation and Visibility toggles are now correctly applied to GeoImport clones on creation
- **ID 608105** - Using the F hotkey in the 3D viewer to frame a scene now functions correctly
- **ID 608121** - Creating a GeoCameraTrackerPoints node from the CameraTracker node no longer crashes Nuke
- **ID 608166** - The Inject Mask now correctly only affects one node below
- **ID 608294** - Playing scenes with animated textures no longer intermittently crashes Nuke
- **ID 608312** - Nuke no longer crashes when a CameraTracker node is deleted
- **ID 608646** - Color knobs on authored knobs now display the correct color value when adjusted
- **ID 608662** - ScanlineRender2 is not respecting Payload settings at render time
- **ID 608987** - Authoring controls on the Camera nodes 'Shutter Offset' knob now function correctly

- **ID 609045** - The PreviewSurface node is now correctly showing image textures via node inputs

Annotations

- **ID 602118** - It's now possible to create annotations without the need to create a new annotation object first
- **ID 602384** - The playhead no longer jumps around unexpectedly with the Annotations panel open
- **ID 602454** - Crash when the sequence is open in the viewer but not in the timeline
- **ID 602681** - Annotations are only drawn on Buffer A clip when using Compare Modes
- **ID 602896** - Timeline interaction reveals disabled annotations in panel
- **ID 602905** - Annotations Panel doesn't select the Annonation when the playhead goes over it
- **ID 602908** - Selecting an annotation in the list, then playing back, keeps annotation in viewer
- **ID 603169** - Annotation item gets deselected after selecting
- **ID 603309** - Initial click is required before you can draw a sequence annotation in sync review
- **ID 603487** - Adjusting timecodes for clip annotations in sync review will not update
- **ID 603761** - Cannot extend the duration of annotations
- **ID 603787** - Non-timestamped annotations extend one frame beyond the clip/sequence length
- **ID 604101** - Crash when using non-timestamped annotations during sync review
- **ID 604585** - Studio crashes when changing viewer channels after adding an annotation
- **ID 604725** - Selecting an annotation in the panel selects all of its strokes
- **ID 604764** - New annotations should be set as the active annotation
- **ID 604779** - Brush Blend Modes with opacity \< 1 are broken
- **ID 605022** - The UI scroll bar doesn't show the full length of notes
- **ID 605056** - Adjusting Brush/Eraser/Colour settings does not update UI
- **ID 605059** - Shift selecting the brush/eraser does not update the UI panel
- **ID 605329** - Notes hour timestamp is wrong
- **ID 605878** - 'Annotate on Clip' in clip view doesn't annotate on the clip

- **ID 606037** - Annotations panel pulling focus on certain actions
- **ID 606419** - Paint brush clamps RGB values above 1 - HDR Workflows
- **ID 606747** - Fixed Annotation brush does not have 'pressure affects opacity' enabled by default
- **ID 606748** - Annotation blend mode tooltips should reflect rotopaint's
- **ID 607944** - Annotations Panel doesn't select the Annonation when the playhead goes over it
- **ID 608068** - Interactivity slowdown when text properties are open and annotations are active
- **ID 608146** - Brush hardness is now consistent with RotoPaint when painting on values above 1.0
- **ID 608222** - Eraser on first annotation is black in renderSequenceToImage and quick export output
- **ID 608353** - Annotation Panel and Markers now correctly change when switching sequences

BlinkScript

- **ID 605208** - Invalid characters are now removed from BlinkScript knob names when a Kernel is compiled

Graph Scope Variables

- **ID 588192** - Geoimport node handles assets correctly when a GSV is assigned in the file knob
- **ID 597063** - If a Python script that sets GSVs is executed at startup via the command line, the Variables panel and other parts of the UI relating to GSV will execute accordingly
- **ID 601018** - Variables no longer disappear in a VariableGroup when adding a variable in the Variables tab
- **ID 601086** - Fixed a crash when removing Variables and VariableSets during addition callbacks.
- **ID 602008** - Variables are correctly updated in the Variables tab when using the 'setValue' callback to override an existing Variable value
- **ID 602283** - Group nodes no longer display any variables when nested in VariableGroups
- **ID 606082** - Group nodes no longer appear in the Project Settings Variables tab

Sync Review

- **ID 603408** - Nuke no longer crashes when an annotation has a comment and Force Update is used

Timeline

- **ID 603975** - Fixed a crash on exit in Hiero
- **ID 607409** - Setting B Buffer on a track moves playhead to frame 1

Known Issues

3D

- **ID 592392** - Double sided Geometry does not render correctly with lighting on a NukeDefaultSurface shader
- **ID 594266** - The GeoReference node does not generate the correct output from the 'Create missing parents' knob
- **ID 594901** - The nodes GeoSphere, GeoCylinder and GeoCube can crash Nuke with certain 'cap' and 'subdivision scheme' settings
- **ID 595605** - The GeoConstrain node and Lookat pipe can have odd handle behaviour when moving constrained objects
- **ID 599250** - Overlapping items in the 3D viewer can display incorrectly when scrubbing through the timeline, ocassionally appearing slightly displaced
- **ID 601196** - Materials are not appearing in the 3D viewer after deactivating and re-activating its materials parent scope using a GeoActivate node. To workaround, deactivate the material path directly or use the {isa:Material} mask pattern used in the "All Materials" mask option.
- **ID 601279** - Snapping the GeoTransform's pivot to a bounding box sets the handles into the wrong place depending on the prim transform order knob setting
- **ID 602298** - Textures slip on animated geometry when using GeoUVProject and setting a reference frame
- **ID 602910** - Separate EXR AOV files will not work with GeoPoints

- **ID 602975** - GeoPoints mat input does not use texture coordinates
- **ID 603091** - GeoImport frame range knob doesn't affect animated alembic files
- **ID 603322** - GeoPointsToMesh materials are loading incorrectly
- **ID 603422** - GeoPoints node is not producing consistent point sizes compared to PoissonMesh
- **ID 603429** - New 3D Camera does not update in 3D View – Interactive Mode when locked
- **ID 603554** - GeoSelection Mask does not contain selection within the mask
- **ID 603629** - Cone softness and angle handles can be pushed past their intended value limits with expressions causing them to become unresponsive
- **ID 603658** - 3D Viewer renders incorrectly when using RGB channels
- **ID 604357** - ScanlineRender2 incorrectly renders prims that have been removed via GeoActivate/GeoVisibility
- **ID 604478** - GeoActivate's preset mask path options currently does not re-activate de-activated prims
- **ID 604715** - Resetting deactivated payloads in the GeoImport node generates a lot of Console error messages
- **ID 604885** - Projections can disappear from the 3D viewer when a FillShader is connected to another part of the scene
- **ID 605111** - GeoImport scene graph options can be slightly delayed when toggling
- **ID 605113** - Selection overlays for objects in the 3D Viewer do not always render correctly on Linux
- **ID 605186** - 3D viewer sometimes allows the selection of geometry present in a disconnected node network to the one currently being viewed but containing the same stage
- **ID 605314** - Creating a Scene+ only connects the Camera to the ScanlineRender2 node and connects the GeoScene node to the Cameras 'scene' pipe
- **ID 605372** - GeoImport graph depth not respected when popup first opens
- **ID 605741** - GeoEditCamera's 'Horizontal/Vertical Offset' knobs produce different results than the Camera nodes 'Window: Translate (u, v)' knobs
- **ID 606176** - WireframeShader's 'Mult' and 'Over' operations do not currently produce the correct results
- **ID 606289** - WireframeShader's line widths are not legible by default on larger geometry meshes

- **ID 606346** - WireframeShader render results can be incorrectly affected by lights in the scene
- **ID 606367** - Modifying an environment light's mat input causes HDStorm to stop redrawing geometry.
- **ID 606435** - WireframeShader 'face_edges' knob is inverted
- **ID 606514** - GeoDomeLight map input is not contributing to the light shader output
- **ID 606537** - Texture wrap mode set to repeat is not rendered by ScanlineRender2
- **ID 606670** - The EnvironmentLight and GeoDomeLight are creating multiple locators even when node properties are closed
- **ID 606740** - The PreviewSurface node is not reflecting material colours
- **ID 606741** - GeoTransform 3D hotkey handles do not take precedence over an open text node
- **ID 606821** - GeoCard with 'Image Aspect' enabled intermittently changes card size when the texture input is a sequence
- **ID 606825** - EXR images with data windows that have textures can display differently when connected to a material or directly to a mat input
- **ID 606956** - GeoImport pop up UI menu will shift Nuke session off screen when maximised
- **ID 606995** - DirectLight brightness scales with z axis locator scale
- **ID 607127** - Node graph navigation performance slows down when GeoBindMaterial is connected to a second viewer on MacOS
- **ID 607218** - Popup scene graph for mask inputs can show prims that only exist further down the node graph
- **ID 607225** - Axis node is duplicating light locators
- **ID 607269** - Merging the result of multiple ScanlineRender2 nodes is not always producing the correct result
- **ID 607295** - Mask knob pop up scene graph incorrectly displays activate/deactivate UI elements
- **ID 607296** - Mask knob pop up scene graph displays irrelevant operations in the right click context menu
- **ID 607309** - GeoMerge may fail to detect when multiple items are being merged
- **ID 607366** - GeoImport can display an incorrectly scaled camera locator with certain scenes

- **ID 607412** - 3D Handles are inaccessible for clones of 3D nodes
- **ID 607417** - 3D Handles inaccessible after decloning nodes
- **ID 607421** - Camera locator not visible in the 3D viewer after decloning
- **ID 608003** - After load/paste double_sided knob is always in Set authoring mode even if it wasn't before
- **ID 608104** - GeoMerge isn't updating material binding paths
- **ID 608124** - GeoCard may change shape when adding a material
- **ID 608232** - Geo nodes that generate meshes have authoring knobs
- **ID 608313** - Authoring knobs are taking the default values from USD instead of taking the value from nuke's knob default value
- **ID 608394** - Certain assets containing a USD stage of a larger size can freeze Nuke when interacting in the Viewer Scene Graph
- **ID 608408** - GeoImport Scene Graph search doesn't work properly when deactivating
- **ID 608460** - Nuke may slow down briefly when creating or deleting nodes with masks set to All Prims on large stages
- **ID 608549** - Adjusting the GeoCameraTracker point size knob can cause small delays if the viewer is connected to ScanlineRender2
- **ID 608634** - GeoReference node can cause Nuke to crash with circular or deeply Nested USD Sublayers
- **ID 608640** - GeoScene node maintains its cache, resulting in situations where updates or changes to connected nodes are not reflected in the render. Users must manually refresh to see the correct output.
- **ID 608641** - Nuke crashes with Viewer connected to ScanlineRender2 if material input is edited rapidly
- **ID 608643** - Mesh disappears from scene after performing a paint action on its applied texture
- **ID 608700** - Hydra Viewer premults textures without a premult node
- **ID 608899** - Incorrect Image Aspect when first loading a script
- **ID 608909** - GeoBakedPoints point size doesn't match Points Generator point size

- **ID 608924** - PointsGenerator removing connected Camera from dropdown menu
- **ID 608949** - GeoCameraTrackerPoints doesn't update based on CameraTracker Scene Transform in real time
- **ID 609138** - Changing frame during Hydraviewer + Viewer playback can produce incorrect results
- **ID 609223** - Uninformative error on GeoImport when importing an obj file
- **ID 609300** - GeoActivation node label set to hide/show instead of deactivate/activate
- **ID 609316** - Materials stay deactivated in 3D viewer after reactivating materials scope in Viewer scene graph
- **ID 609372** - Viewer warning erroneously displays when there are instanced prims in the mask path of a node. Warning should only appear next to mask path.
- **ID 609428** - Meshes have added xform parents after exporting to alembic
- **ID 609538** - Transforms driven by expression linked Axis nodes don't update in the 3D viewer and ScanlineRender
- **ID 609561** - Camera Randomly Draws in Different Location While Manipulating Z-Far Knob on DeepCrop Node
- **ID 609565** - Expression links no longer break when updating knobs of expression linked nodes
- **ID 609604** - The 3D viewer now **retains the selected and active camera** throughout timeline playback, regardless of Deep Node activity.

Annotations

- **ID 602477** - Annotations displayed on BMD MonitorOut device are not fully scaled horizontally
- **ID 602670** - Paint Stroke are only rendered within the Sequence Resolution
- **ID 602674** - Annotations icon in MO interactive mode has no function
- **ID 603596** - Text Annotations default font and size has changed
- **ID 603760** - Annotations drawn using Python API only update after mouse over viewer
- **ID 604767** - Annotations in quick export and the renderSequenceToImage produce a different result to the viewer
- **ID 605024** - Annotation UI panel can lose it's structure

- **ID 605028** - Creating a comp with annotations will not yet be supported in Beta#1
- **ID 605049** - Esc/Return shortcut keys do not work in Comments and Notes
- **ID 605062** - Annotations in panel start at 00:00:00:00 when sequence starts at 01:00:00:00
- **ID 605066** - Annotations start to degrade in performance when MO is active
- **ID 605296** - Annotation strokes take a click to switch buffers
- **ID 606129** - Loading old projects does not display the annotations
- **ID 606253** - renderSequenceToImage() with annotations crashes when viewer is set to a non-RGBA layer
- **ID 606420** - Annotations has no build up option
- **ID 606536** - Horizontal toolbar doesn't scale down well
- **ID 606561** - Delay when switching between Frames and Timecode view with many annotations
- **ID 606572** - Delay when filtering for sequence annotations with a high annotation count
- **ID 606579** - NukeStudio hangs when adding many annotations via Python API
- **ID 606589** - Python API allows creating annotations with a negative duration
- **ID 606603** - Creating a seq annotation with python initially creates a general annotation
- **ID 606665** - Selecting a General Annotation stroke in the viewer does not select it in the annotation panel
- **ID 606742** - Performance degradation when using Dodge/Burn annotation brushes with many strokes
- **ID 606855** - Panel glitches when expanding and contracting drop downs
- **ID 606859** - Minimising both Annotation Panel drop downs shifts the Panel's layout
- **ID 606893** - Smaller list of notes can appear after editing/deleting a note
- **ID 606901** - Colour Picker sample region cannot be moved when annotations are active
- **ID 607219** - Long comments create a large space around the annotation item name in the panel
- **ID 607222** - Comment text is lost if I create a soft effect before clicking Okay

- **ID 607224** - Create New Annotation button does nothing when annotations are disabled, in Annotations Panel
- **ID 607395** - Annotations can exist outside of sequence range
- **ID 607406** - Clicking empty area in Panel doesn't deselect Annotation
- **ID 607413** - Performance drop when dragging a clip onto a new track
- **ID 607566** - Sync Review - Annotations Panel flashes when partner is drawing strokes
- **ID 607584** - Modifying annotation properties using Python API does not update the viewer instantly
- **ID 607590** - Annotation property changes are not added to the undo stack
- **ID 607946** - Sync Session causes a crash when Force Update is pushed to different OS's (sometimes)
- **ID 607967** - Duplicating a clip duplicates its Annotations in the timeline and panel
- **ID 608354** - Strokes generated via Python have an extra line of pixels on Win/Lin
- **ID 608457** - Always show Comment, Notes, Delete icons when mouse hovers over whole Annotation in the Panel
- **ID 608462** - (Windows) UI Window flashes when enabling annotations if a Note exists in the Panel
- **ID 608613** - Annotations panel filter does not update timeline markers until mouse hover
- **ID 608637** - Note input box is initially incorrectly sized when editing a note
- **ID 608848** - Note Text becomes cut off when on a new line
- **ID 608854** - Emojis in annotations panel appear duplicated and offset
- **ID 608873** - Annotations remain associated with B buffer after disabling compare modes
- **ID 609104** - Annotate on Clip in Timeline view works, and moves playhead far away
- **ID 609108** - Annotation crosshair flickers to cursor on Windows and macOS

BlinkScript

- **ID 606124** - OpenCL GPU on Windows outputting grey instead of black on CPU/CUDA

File Formats

- **ID 607580** - Roundtripping a NTSC/PAL reformatted export will crash Nuke
- **ID 608310** - NCLC knobs not working when exporting to NotchLC codec
- **ID 609113** - Studio NC limitations error message should mention NotchLC
- **ID 606220** - Small resolution H264 files are not read in correctly

Graph Scope Variables

- **ID 599973** - Variables Python callbacks are not called on Undo/Redo
- **ID 602745** - If inherited variable type is a list it can't be changed to a string
- **ID 603176** - Geoimport Gsv file knob requires Reload to update GSV value change
- **ID 608572** - Renaming a Regular Group nested in a VariableGroup, won't update in the Variables tab

Node

- **ID 609504** - Nuke hangs when connecting viewer to stabilize corner pin generated from planar tracker node

Node Graph

- **ID 607978** - Creating a new backdrop on top of an existing backdrop will ignore the one below.

Quick Export

- **ID 595516** - Crash after In and Out points range set on empty frames
- **ID 597886** - Crash when annotations track is longer then video track or sequence starts with annotation track
- **ID 598153** - Improve error message when rendering h264 with too big framerate
- **ID 605191** - Color differences between Quick and Custom export
- **ID 605194** - Quick Export - Cropped exported image

Shortcuts

- **ID 607920** - Creating backdrop with shortcut does not appear in properties panel
- **ID 607974** - Backdrops can not be created in a group with the shortcut key

Soft Effects/Transitions

- **ID 594295** - Point selection is incorrect when selecting tangent handles
- **ID 594728** - Shape interaction issues on high DPI displays
- **ID 594910** - Trying to view values for shapes in the curve editor/ dope sheet crashes studio
- **ID 594912** - Copying points from one shape to another does not work
- **ID 595195** - Crash when using Python to add a layer with shapes in it to the curveknob
- **ID 595487** - Viewing roto shapes crashes hiero/player
- **ID 595488** - Changing roto knob settings only shows after viewer refresh
- **ID 595677** - Output mask knob works differently to the nodegraph
- **ID 600641** - Changing the OCIO soft effect sliders performance is awful

Timeline

- **ID 608402** - 'New Track(s) from EDL/XML/AAF' file dialog filters for OTIO files

UI

- **ID 595210** - Typo in Edit Workspace details dialog

Qualified Operating Systems

- macOS Sonoma (14.x), or macOS Sequoia (15.x)
- Note: Nuke 15.0 and later support Apple's silicon hardware.

For more information on Foundry products and supported macOS versions, see Foundry Knowledge Base article
Q100592.

- Windows 11 (64-bit)
- Windows 10 will reach end of support on October 14 2025. For more information visit https://learn.microsoft.com/en-us/lifecycle/products/windows-10-home-and-pro
- Linux Rocky 9.0 (64-bit)

  Nuke requires **libnuma** to run under Linux distributions, the library is required by the Nablet H264 Codec SDK.

  The currently supported version of VFX Reference Platform includes library versions that are only compatible with Rocky 9.0.

Other operating systems may work, but have not been fully tested.

Requirements for Nuke's GPU Acceleration

If you want to enable Nuke to calculate certain nodes using the GPU, there are some additional requirements. See the Release notes for full details of requirements for GPU acceleration based on your Nuke version.

NVIDIA

An NVIDIA GPU with graphics drivers capable of running CUDA 11.8, or above. A list of the compute capabilities of NVIDIA GPUs is available at https://developer.nvidia.com/cuda-gpus

The compute capability is a property of the GPU hardware and can't be altered by a software update.

With graphics drivers capable of running CUDA 11.8, or above. On Windows and Linux, CUDA graphics drivers are bundled with the regular drivers for your NVIDIA GPU. Driver versions 522.06 (Windows) and 520.61.05 (Linux), or above are required. See https://www.nvidia.com/Download/Find.aspx for more information on compatible drivers.

We recommend using the latest graphics drivers, where possible, regardless of operating system.

AMD

Bitwise equality between GPU and CPU holds in most cases, but for some operations there are limitations to the accuracy possible with this configuration.

- On Windows and Linux, an AMD GPU from the following list:

  Other AMD GPUs may work, but have not been fully tested.

  - AMD Radeon PRO W7900
  - AMD Radeon PRO W6600
  - AMD Radeon PRO W6800
  - AMD Radeon Pro W5700
  - AMD Radeon RX 6800 XT

  For information on the recommended driver for each GPU, see https://www.amd.com/en/support

- On Mac, integrated AMD GPUs are supported on the following Intel CPU Macs:
  - Any late 2013 Mac Pro onward (including 2019 Mac Pro),
  - Mid-2015 MacBook Pros onward, and
  - Late 2017 iMac Pros onward.

  All supported Mac Pros include a multi-GPU support option, where applicable. Bitwise equality between GPU and CPU holds in most cases, but for some operations, there are limitations to the accuracy possible with this configuration.

  Although AMD GPUs are enabled on other Mac models, they are not officially supported and used at your own risk.

Multi-GPU Processing

Nuke's GPU support includes an **Enable multi-GPU support** option. When enabled in the preferences, GPU processing is shared between the available GPUs for extra processing speed.

Multi-GPU processing is only available for identical GPUs in the same machine. For example, two NVIDIA GeForce GTX 1080s or two AMD Radeon™ Pro WX 9100s.

GPU Requirements for the Machine Learning Toolset

Training using the CopyCat node requires an NVIDIA GPU, with compute capability 3.5 or above; or MacOS Apple silicon integrated GPUs.

If an appropriate GPU is not available, Inference and other machine learning plug-ins can run on the CPU with significantly degraded performance.

Apple M Series

Native support for Apple silicon hardware began with Nuke 15.0 and later versions. The following machines has been tested.

- Mac Pro
- Mac Studio
- Mac Mini
- MacBook Pro

WARNING: Although AMD GPUs are enabled on other Mac models, they are not officially supported and are used at your own risk.

Note: For Nuke 14.1 and earlier, Nuke is supported under Rosetta emulation on Apple silicon hardware. For the latest and most detailed information on GPU acceleration requirements for your specific Nuke version, always refer to the official release notes.

Developer Notes

As Nuke develops, we sometimes have to make changes to the API and ABI under the hood. We try to keep these changes to a minimum and only for certain releases, but from time to time API and ABI compatibility is not guaranteed. See the following table for the situations when you may have to recompile your plug-ins and/or make changes to the source code.

Release Type	Example	Compatibility	Recompile	Rewrite
Version	14.0v1 to 14.0v2	API and ABI		
Point	14.0v1 to 14.1v1	API	●	
Major	14.0v1 to 15.0v1	-	●	●

Additionally, node **Class()** names occasionally change between major releases. While these changes do not affect legacy scripts, you may not get the results you were expecting if a node class has been modified. The **toolbars.py** file, used to create Nuke's node toolbar, contains all the current node class names and is located in **<install_directory>/plugins/nukescripts/** for reference.

As an example, between Nuke 13 and Nuke 14, the Axis node **Class()** changed from Axis3 to Axis4. In the **toolbars.py** file for the two releases, the entries for the Axis node appear as follows:

```
m3Dclassic.addCommand(
    "Axis",
    "nuke.createNode(\"Axis3\")",
    icon="Axis.png",
    tag=MenuItemTag.Classic,
    node="Axis3",
    tagTarget=MenuItemTagTargetFlag.TabMenu)

m3D.addCommand(
    "Axis",
    "nuke.createNode(\"Axis4\")",
    icon="Axis_3D.png",
    tag=MenuItemTag.Beta, node="Axis4")
```