Release Notes for Nuke and Hiero 17.0v1 Beta#4 - Open Beta

Release Date

11 December 2025

New Features

3D

- **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)
    - Set an 'Illumination Mask' to define what geometry a light illuminates
    - Set a 'Receive Shadow Mask' to define what geometry will receive shadowing from a light
    - Set a 'Shadows Channels' for rendering or shadows to their own channel

- **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.

- **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.

- **Directly create and edit USD cameras**
  The GeoCamera and GeoEditCamera nodes gives you greater control over direct creating and editing

of cameras in your USD stage, without having to create a duplicate Camera.

- GeoCamera node
- GeoEditCamera node

- **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

- **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

- **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

- **View and Render MaterialX Shaders**
  We are introducing Nuke's first MaterialX shader node, supporting the Autodesk 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.

The new **MtlXStandardSurface** node has the next texture input connections: Base Color, Specular Roughness, Metalness, Normal, Emission Color, Specular Color, Coat Color, Coat Normal

Please Note:

- 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.

- **New and updated shaders for USD Workflows and Ray-tracing**
  Updated classic shaders and a new reflection shader expand the shader toolkit in the updated 3D system for fast lookdev, technical visualization, and realistic ray-traced reflections.
  - **ReflectiveSurface** (new) generates advanced reflections and transmission using physical controls like Index of Refraction and Fresnel Bias.
  - **BasicSurface** (updated from the BasicMaterial node) combines essential diffuse, specular, and emission controls into a single node, optimized for ray-tracing visibility.
  - **WireframeShader** (updated from the Wireframe shader node) applies customizable wireframe materials or overlays for technical checks, featuring multiple operation modes like 'over' and 'modulate'.

- **Intuitive Errors and Warnings**
  The error handling in the new 3D system nodes has been updated to more clearly signpost when issues occur. Warnings are now given in the node properties for common workflow issues where the results in the viewer may not be expected based on the parameters set. Broken paths will now error the new 3D nodes, and in the cases that the 3D viewer is out sync with the scanline render output due to an override in the scene graph a yellow line is now displayed around the viewer.

- **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.

- **Non destructive knob editing with authoring**
  Authoring controls next to knobs which contain USD attributes allow artists to non destructively change knob values and switch between different authoring modes depending on what data they want to show.
  - Interactive authoring mode support

- **Graph Scope Variables in 3D**
  In this release we are combining two new systems to give artists access to new workflows across their node graph. With Graph Scope Variables now able to support 3D nodes, you can set up variables in your 3D scene to swap out geometry, textures, cameras, really anything you can think of. This means you could set up a 3D scene once and use variables to swap it between a day and night setup, or swap geometry complexity out based on your needs loading in a more performant version while navigating the 3D viewer and a higher resolution one for rendering.

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**
  Updated the Annotations drawing tools with improved responsiveness and new functionality to better express creative intent.
  - New pressure-sensitive size, opacity and hardness for brushes
  - New dodge and burn brushes
  - New eraser brush
  - New vanishing brush to help point a viewer at an area in the viewer. It's fun, give it a shot
  - The text tool is now back and improved, with in-line editing, font and size selection, and background
  - The paint tool now has blend modes as well
  - New colour picker and eyedropper for the paint tool
  - Hotkeys to easily reach the tool you need

- **New Annotations Panel**
  Introducing a new Annotations Panel as a central hub for viewing and managing all project annotations. This improves communication, streamlines review sessions, and allows for easier tracking and navigation to the original context of each note.
  - Adds a panel that lists all annotations created for the open viewer item
  - Adds a notes section to each annotation for conversation
  - Improves navigation by clicking an annotation in the panel to jump to its first frame
  - Shows the same annotations in the panel for all participants in sync review sessions

- **Annotations Toolbar Redesign**

  - We redesigned the Annotations toolbars for easier control and access when creating annotations, and added new brush parameters.
  - The left toolbar now displays only brush selections, moving controls to the top toolbar where you manage new annotation creation and brush parameters.

- **Annotations Export**
  - Introducing new functionality for exporting annotations and expanded Python API support.
  - Adds the ability to export annotations as images
  - Adds the ability to export annotation comments to the Nuke script
  - Updates the options in the export panel when exporting annotations

- **Expands support for annotations via the Python API**
  - Create and manage annotations
  - Read, edit, and create annotation comments and notes
  - Get and set any brush settings and apply them to paint strokes
  - Set metadata on annotation comments
  - Set the user name on annotation comments and display this in the UI
  - Attach an image to an annotation comment or note
  - Lock annotation comments/notes from editing
  - Set markdown on a note or comment
  - Set background color for an annotation

- **Annotations on the Timeline**
  - We completely redesigned the Time Annotation Markers. We removed the old timeline track items and replaced them with a new marker at the top of the timeline and on the Viewer. This new marker displays the annotations, including clip-level annotations, for easy navigation.
  - These markers are only visible when annotations are active on the Viewer.

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**
  The NotchLC Mov Codec is now supported on Windows and Linux 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

- **SONY SDK Update**
  Support for the latest version of the SONY SDK and SMDK exposing two new recording formats from the Burano camera firmware v2. 3.8K 16:9 and 4K 4:3
  - SONY SDK v5.1.0
  - SONY SMDK 4.26.1 for Mac
  - SONY SMDK 4.26.0 for Windows and Linux

Gaussian Splats

- **Work natively with Gaussian Splats in Nuke**
  Nuke 17.0 now supports Gaussian Splats, opening up new environment workflows for set extensions and Matte Painting, as well as greater flexibility for element integration.

- **Import Gaussian Splats into the new 3D System**
  Make use of the improved GeoImport and the existing GeoReference nodes to read .ply and .splat files

- **Display Gaussian Splats in the 3D viewer**
  The Hydra GPU based 3D viewer can now display and render splats and you can use the existing 3D system toolset to transform and place them into your 3D composite

- **Mask elements of your splats**
  The new Field toolbar button and right click submenu offer a subset of Field nodes designed for masking workflows allowing you to non-destructively isolate key elements of your splat
  - **FieldConstant** creates a constant value field
  - **FieldCrop** crops a field
  - **FieldImage** generates a field from a 2D image
  - **FieldInvert** will invert a field. This behaviour is field type dependant. For SDFs the fields will be negated, for other field types, the field will be subtracted from 1
  - **FieldMath** performs various maths operations on fields
  - **FieldMix** Interpolates between two fields using either a constant or a third field as the interpolation factor.
  - **FieldPosition** creates a field where each point returns the point itself
  - **FieldRamp** creates a linear density ramp between two points
  - **FieldShape** produces a predefined set of simple shapes such as boxes, spheres, cylinders and planes
  - **FieldShapeModify** modifies shapes in various ways, such as rounding edges or inverting
  - **FieldShapeToDensity** converts an SDF (signed distance field) to density
  - **FieldTransform** transforms a field

- **Manipulate your Gaussian Splats**
  In combination with Field nodes there's support for colour correction and splat deletion to better integrate your splat into your 3D scene or 2D plate
  - **GeoDeletePoints** is a new node that provides the ability to non-destructively delete point data, including splats
  - **GeoGrade** utilises similar controls to the existing 2D grade node incluing masking support to color correct Gaussian Splats

- **Render pixels and mattes directly from your Splat**
  A new SplatRender node has been added to render the splat to 2D pixels. This currently also provides motion blur and depth output for integration with other elements in a shot.

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

Machine Learning

- **Machine learning at scale**
  BigCat is a new node designed specifically to support workflows involving large-scale datasets. We've taken many of the existing CopyCat features and workflows and optimised them for large-scale generalization. Depending on the model you're building, you can now choose between CopyCat for training a model for a single shot (or a set of very similar shots) and BigCat for when you need to train with much larger datasets in order to generalise the model for use on many shots. BigCat offers the following features and optimisations:
    - **Automatic Data Augmentation** - This new tab allows you to create extra variation in your dataset by making probabilistic grade and transform changes, reducing the number of input frames needed to train a model more robust to lighting and transform changes.
    - **Data Validation** - Reserve a portion of your training input and ground truth pairs to feed BigCat a validation dataset. This will be used to measure and map in the loss graph how the model performs on unseen shots in order to detect when the model starts overfitting on the training data, meaning it would perform worse on other shots.
    - **Custom Loss Functions** - In addition to the existing pixel-based loss (MSE) carried over from CopyCat, we've added the ability to include additional loss functions and control their contribution. Initially, the perceptual loss function LPIPS (downloadable from Cattery) enables BigCat to match structure and semantics, which in combination with pixel-based loss functions can help BigCat train and generalise in fewer epochs.
    - **Input Validation -** Validating the input and ground truth frames for large datasets can take some time. BigCat decouples the input validation from training via a new 'Validate Setup' button, meaning it can be run once after the inputs are assembled, rather than during every training run.

- **Training Speed** - Nuke17 introduces additional optimisations to both BigCat and CopyCat by more efficiently pipelining transfers to the GPU.

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 487239** - The FillShader, similar to the FillMat in the classic 3D system, supports applying a Holdout Shader to an object, and the result can be rendered using ScanlineRender2
- **ID 487251** - ScanlineRender2 has been enhanced to include ray-tracing support, effectively unifying the features previously provided by ScanlineRender and RayRender."
- **ID 608350** - Dragging and dropping USD and alembic files into the nodegraph now creates a GeoImport node
- **ID 609092** - Points are now invisible by default when using them to generate a mesh with the GeoPointsToMesh node
- **ID 609394** - The activate column and reset buttons for Payloads have been removed from the Viewer Scene Graph, these can now be set directly in the GeoImport node

Annotations

- **ID 585077** - Add the ability to adjust the hardness/falloff of an Annotation in Nuke Studio/Hiero
- **ID 588405** - Added the ability to get/set Annotation brush attributes like size and color via Python
- **ID 610282** - There is only one level of annotations now, with general timeline annotations removed.

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.

BlinkScript

- **ID 597967** - Add the ability to return the current Nuke version inside a BlinkScript

File Formats

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

Filters

- **ID 523561** - Add Linear option to Nuke Filter knobs

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

Miscellaneous

- **ID 599203** - Nuke's Cuda cuDNN library version has been updated to 9.7.0+

OpenFX

- **ID 523883** - Increase Nuke's OFX plugin resolution above 8k (8192x8192) pixels

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 updates correctly with the Hydra renderer
- **ID 510783** - The Small u_extent and v_extent values of GeoSphere are no longer causing textures to disappear in the viewer
- **ID 521133** - Rotations now work correctly when there is a parent transform
- **ID 525879** - Animated GridWarps now work correctly as texture inputs
- **ID 526107** - Imported asset textures in Scanline Render 2 no longer appear deformed
- **ID 527955** - ScanlineRender2 projection mode knob switching no longer causes Nuke to become non responsive
- **ID 538577** - GeoImport nodes with Alembic files correctly pass {lastmodified} data downstream
- **ID 548524** - ScanlineRender2 object \& light masking support re-enabled
- **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 586096** - Nuke no longer crashes when viewing a ScanlineRender2 node with certain USD files
- **ID 587675** - Environment Lights no longer display upside down in the Hydra viewer
- **ID 592509** - Fixed orthographic camera views when only one handle was present in the Viewer.
- **ID 594731** - Render all write nodes' renders a downrez version if the viewer is in downrez mode
- **ID 595433** - Project3DShader now renders correctly in ScanlineRender2
- **ID 597476** - Write node render time no longer increases when viewing a 3d scene while rendering
- **ID 597653** - ScanlineRender2 now correctly renders when using stereo views and the hero view is set to "right"
- **ID 602298** - Textures no longer slip on animated geometry when using GeoUVProject and setting a reference frame
- **ID 603203** - The crop knob of the Project 3D Shader produced inconsistent behaviour when toggled on/off and zoomed
- **ID 603349** - Camera4 and Axis4 nodes with expression driven values are not exported correctly by the GeoExport node
- **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 604113** - Light locators no longer show in 3D viewer when the light properties are closed
- **ID 604778** - Referencing .abc assets exported from the classic system no longer causes Nuke to crash
- **ID 605021** - SLR2 now respects "visibility \= invisible" attribute for prims
- **ID 605096** - Adding a ModelBuilder node first no longer breaks the loading of a Project3DShader node
- **ID 605444** - The Graph Depth knob value in the GeoImport Scene Graph now always updates to the highest value required to display any items searched for
- **ID 606099** - Inputting an image with an alpha channel no longer premults when connecting to a Geo node
- **ID 606164** - The MergeLayerShader only passed data through A pipe
- **ID 606169** - ScanlineRender2 will no longer intermittently render frames with incorrect camera data

- **ID 606176** - WireframeShader's 'Mult' and 'Over' operations now produce the correct results
- **ID 606285** - The scene graph appeared empty after clicking the reload button
- **ID 606435** - WireframeShader 'face_edges' knob is no longer inverted
- **ID 606673** - Roto shapes are editable in 3D viewer
- **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 606906** - MtlXStandardSurface Shader node slider event updates no longer 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 606995** - DirectLight brightness no longer scales with z axis locator scale
- **ID 607115** - Geometry does not disappear in viewer when there are upstream roto and merge operations
- **ID 607225** - Axis node is no longer duplicating light locators
- **ID 607247** - Changing the DirectLight nodes spread angle when the viewer is connected to ScanlineRender2 no longer crashes Nuke
- **ID 607269** - Merging the result of multiple ScanlineRender2 nodes now produces the correct result
- **ID 607296** - Mask knob pop up scene graph no longer display irrelevant operations in the right click context menu
- **ID 607924** - StandardSurfaceMatX roughness input now works with ScanlineRender2
- **ID 608124** - GeoCard no longer changes shape when adding a material
- **ID 608313** - Authoring knobs are taking the default values from USD instead of taking the value from nuke's knob default value
- **ID 608408** - GeoImport Scene Graph search doesn't work properly when deactivating

- **ID 608461** - Undoing the clear all overrides button in the GeoImport Scene Graph did not work with varied active and inactive prims
- **ID 608641** - Nuke no longer crashes with a Viewer connected to ScanlineRender2 if the material input is edited rapidly
- **ID 608646** - Color knobs on authored knobs now display the correct color value when adjusted
- **ID 608662** - ScanlineRender2 correctly respects 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
- **ID 609326** - GeoDiskLightPrim did not apply ShadingAPI when shaping attributes were set
- **ID 609356** - Scene now correctly updates when a Transform node is placed after a render node
- **ID 609395** - The rendering behaviour of animated projection cameras in used in conjunction with GeoUVProject now render correctly
- **ID 609538** - Transforms driven by expression linked Axis nodes now correctly update in the 3D viewer and ScanlineRender2
- **ID 609729** - GeoEditLight type selection was not saved in scripts
- **ID 610306** - Camera node correctly sets import/export window scale to USD
- **ID 610415** - GeoReference node correctly displays the scene graph when scene input is connected to an existing stage
- **ID 610690** - ScanlineRender2 no longer crashes if the 'bg' input has a channel that is not one of the output channels
- **ID 610733** - Nuke no longer crashes when creating Roto shape point on a GeoCard in the 3D viewer
- **ID 610799** - Camera in Live Read Mode continues receiving and updating live data regardless of timeline position.
- **ID 610942** - Authored knobs now act correctly when an undo is applied to them.
- **ID 611084** - GeoNodes Mesh Attributes of Subdivision and Boundary are now set to none by default.
- **ID 611093** - camera locators remain visible when rotated using the GeoTransform node.
- **ID 611155** - The GeoCamera frames well using the 'F' shortcut

- **ID 611209** - Tracked cameras now update continuously during playback, reflecting all incoming tracking data or existing animation frames in real time.
- **ID 611449** - Geometry was not rendered by ScanlineRender2 when the intensity of GeoDistantLight was changed

Annotations

- **ID 606603** - Creating a seq annotation with python initially creates a general annotation
- **ID 606859** - Minimising both Annotation Panel drop downs shifts the Panel's layout
- **ID 609210** - Clone brush strokes are now saved in the .hrox project file as expected
- **ID 610938** - Crash when closing Project with an open Text Annotation (Windows)

BlinkScript

- **ID 542517** - BlinkScript produces incorrect results on the CPU when using arrays of vectors
- **ID 605208** - Invalid characters are now removed from BlinkScript knob names when a Kernel is compiled
- **ID 609371** - The definition of the Blink::ProgramSource copy constructor is missing

File Formats

- **ID 491621** - The timecode is incorrect when viewing the metadata of an ARRI RAW .mxf file during playback
- **ID 493584** - Nuke displays incorrect metadata when comparing the nclc transfer function of an uncompressed .mov.
- **ID 512579** - Nuke Studio/Hiero detects an incorrect frame range when reading ProRes MXF files from the ARRI cameras
- **ID 519346** - ARRI ProRes files with input/pixel_aspect metadata has an incorrect pixel aspect ratio when read in Nuke
- **ID 524274** - Nuke Studio does not apply colour transforms correctly to ARRI Alexa 35 footage when changing the arri_colorspace knob

- **ID 583264** - ProRes MXF files are always read in as Full Range and cannot be changed with the Data Range knob
- **ID 599858** - ArriRawDecoderFactory error used to occur when changing the debayer mode of legacy files
- **ID 610150** - Nuke no longer crashes when reading a 16k NotchLC encoded MOV file

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 604771** - GSV expressions don't evaluate in path knobs
- **ID 606082** - Group nodes no longer appear in the Project Settings Variables tab

Merge

- **ID 610396** - Script merge connections that contained FrameRange \& FrameHold nodes were breaking between Nuke 16 and 17

Sync Review

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

Timeline

- **ID 603975** - Hiero would sometimes crash on exit

Known Issues

3D

- **ID 582327** - The order of errors displayed in the viewer does not match the order of nodes erroring in the Node Graph
- **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 602265** - GeoUVProject - undoing projection knob change doesn't work as expected
- **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 603212** - GeoImport USDscenegraph knob has no tooltip
- **ID 603322** - GeoPointsToMesh materials are loading incorrectly
- **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 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 606287** - Cloned GeoImport is not displayed in 3D viewer
- **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 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 606956** - GeoImport pop up UI menu will shift Nuke session off screen when maximised

- **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 607295** - Mask knob pop up scene graph incorrectly displays activate/deactivate UI elements
- **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 607626** - New 3D System geometry disappears when the Viewer's display knob is set to "wireframe"
- **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 608232** - Geo nodes that generate meshes have authoring knobs
- **ID 608394** - Certain assets containing a USD stage of a larger size can freeze Nuke when interacting in the Viewer Scene Graph
- **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 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 609164** - Swapping the A and B pipes of a GeoMerge with two GeoImport attached doesn't swap around their load rules, causing payload update issues.
- **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 609391** - Node graph erroneously displays an error 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 609523** - The GeoBindMaterial node sometimes breaks a script after disabling and re-enabling the mesh it is binding to
- **ID 609561** - Camera Randomly Draws in Different Location While Manipulating Z-Far Knob on DeepCrop Node
- **ID 609565** - Expression links break when updating knobs of expression linked nodes
- **ID 609604** - The 3D viewer does not **retain the selected and active camera** throughout timeline playback, when Deep Nodes are active
- **ID 609813** - FrameHolds don't work when the DirectLight is connected as an input
- **ID 609832** - Scene graph override indicators does not sync between multiple Viewers
- **ID 609840** - Cameras will error when importing alembic file in the HDF5 format

- **ID 609866** - With ScanlineRender2, Nuke hangs when 'Reset Payloads' is pressed even if there are no payloads
- **ID 609915** - Animated snapping tool does not correctly evaluate expression-driven transforms
- **ID 609993** - ScanlineRender2 doesn't apply subdivision when set on the mesh prim
- **ID 610038** - Geo vertex/face selection persists after node is deleted
- **ID 610091** - Relative File Paths doesn't work with the Camera node
- **ID 610149** - The emissive output of the PreviewShader can be inconsistent between Hydra and SLR2
- **ID 610265** - Points input label of GeoPoints node move away from input when changing zoom of the node graph
- **ID 610437** - GeoSphere with an applied material is not internally projecting by default
- **ID 610651** - Frame range not working when connected to ScanlineRender2
- **ID 610766** - MtlXStandardSurface node causes Nuke to hang when updating
- **ID 610800** - Camera/Axis constrain input can crash when enabling maintain offset
- **ID 610815** - GeoLights when selected don't have selection highlighting
- **ID 610817** - Activating/Deactivating prims in GeoImport lags and increases RAM
- **ID 610818** - Activating/Deactivating prims in GeoImport GL errors and crashes Nuke
- **ID 610972** - Clearing cache frame holds ScanlineRender2 output if it has specific animated texture (animated Roto or GridWarp)
- **ID 610986** - If nodes downstream produce identical paths to a Group or Gizmo it can cause instability
- **ID 611019** - Geo creation/modification nodes do not automatically **recompute** and clear its error status once the source of the error is corrected
- **ID 611614** - The Wireframe shaders operations for over and modulate display the same
- **ID 611626** - Editing GeoLights can trigger crashes in nuke.
- **ID 611629** - Rendering certain USDZ assets can crash Nuke
- **ID 611642** - Rendering from ScanlineRender2 is currently significantly slower in this beta than Nuke 17.0v1 and 16.1v1 beta 3

- **ID 611694** - GeoBindMaterial stays in error state after material path is dragged and drop from the viewer scene graph
- **ID 611701** - Switching from a dome to a sphere light does not update the locator

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 is not yet supported
- **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 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 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 607222** - Comment text is lost when a soft effect is created before clicking 'Ok'
- **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 can crash when Force Update is pushed to different OS's
- **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 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 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 the Timeline view behaves incorrectly when a clip does not start at frame 0
- **ID 609373** - Annotations step when being drawn
- **ID 609499** - Annotation filter stays on "Current Clip" when returning to sequence
- **ID 609500** - Annotations Panel filter set to Current Clip does not show all markers
- **ID 609527** - Keep the annotations panel populated, even when annotations are disabled in the viewer
- **ID 609528** - Create New Annotation button in the Annotations Panel does not do anything when Annotations are disabled
- **ID 609534** - Annotation export renders all tracks despite 'Tracks for Export' selection with seq annotations
- **ID 609541** - Annotation export ignores cut length settings
- **ID 609543** - "No output found in Precomp" error on first annotation export
- **ID 609554** - Single frame Timeline annotation markers obscure playhead timecode
- **ID 609556** - Single-frame annotation markers on timeline are difficult to grab or resize
- **ID 609570** - Tags can be covered and missed if annotations with Seq In and Out points are used
- **ID 610012** - Double-clicking a text annotation with the Select tool is buggy
- **ID 610130** - Cannot see annotations after connecting to a Sync Session with Annotations already Enabled
- **ID 610165** - Text annotation is offset when added to a sequence created via Python
- **ID 610196** - Dodge and Burn tools are clamped
- **ID 610221** - Secondary Clone Brush cursor remains in the Viewer when the mouse moves outside of the Viewer
- **ID 610225** - Undo should undo artist actions when created from onscreen tools
- **ID 610320** - Switching focus away from the viewer disables the annotation brush shortcuts even when focus switches back
- **ID 610322** - Shift+drag to scale the brush tool only goes as small as 2 pixels and as large as 2000
- **ID 610362** - Adjusting brush size in the viewer creates an annotation if one did not already exist

- **ID 610385** - Create Comp takes long to write All Frames annotations
- **ID 610392** - All Annotation Comments have the 'Edited' label, even if they're fresh
- **ID 610393** - Annotation node 'annotation' label should be updated to 'annotated frame'
- **ID 610556** - Sequence level and Clip level annotation markers should have different colours
- **ID 610659** - CreateComp Special hangs
- **ID 610719** - Vanishing Brush over Sync Review degrades in client-side responsiveness as stroke length increases
- **ID 610813** - When using the arrow keys to navigate text in the AA Text tool or Text soft effect, the Viewer option in the menu flashes (MacOS)
- **ID 610844** - Scrubbing over an annotation in the viewer that has a Bin-clip in the B buffer causes a new viewer to be created
- **ID 610845** - Opening a clip in the B buffer does not allow annotation strokes, but creates multiple annotation items
- **ID 610858** - A space appears in the Panel UI when creating Notes
- **ID 610862** - Soft brush size and falloff needs adjusting
- **ID 610895** - Can't resize vanishing brush with hotkeys
- **ID 610969** - (Sync Session) Creating an annotation via Python does not carry over to the Client
- **ID 611436** - Navigating (Zoom + Pan) in the viewer with brush tools selected does not work as expected
- **ID 611591** - Viewer Annotations markers are slow to update when moving the playhead
- **ID 611605** - Clicking out of a Text Annotation leaves you in a broken Select Tool mode
- **ID 611644** - Moving to a frame without an annotation does not deselect it
- **ID 611661** - Enabling annotations prevents timeline shortcuts from being used

BlinkScript

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

CaraVR

- **ID 611346** - Crash on exit using CameraSolver in terminal mode

File Formats

- **ID 606218** - Small resolution ProRes files are not read in in the correct colour
- **ID 606220** - Small resolution H264 files are not read in correctly
- **ID 607580** - Roundtripping a NTSC/PAL reformatted export will crash Nuke
- **ID 609113** - Studio NC limitations error message do not mention NotchLC
- **ID 610833** - Sometimes artefacts are visible in an exported NotchLC file
- **ID 611237** - Reading and writing NotchLC Mov files at resolutions greater than 20k x 15k is not currently supported

Gaussian Splats

- **ID 610189** - The 3D Grid in the Nuke 3D viewport is always drawn over the top of the Gaussian Splats.
- **ID 610802** - The splat drawing will intermittently stop working on MacOS
- **ID 610856** - "Error: Failed verification" messages are returned when closing Nuke after viewing a splat
- **ID 611085** - Splats in viewer animated with GeoTransform only plays once
- **ID 611094** - Imported .splat files has not extents
- **ID 611238** - Hard edges on splats
- **ID 611244** - PLY files have different colors
- **ID 611267** - SplatRender hangs Nuke when you attemp to abort a in-progress render
- **ID 611268** - Default Mask Pattern errors on GeoDeletePoints and GeoGrade with splats
- **ID 611301** - Only the Red Channel affect the Gamma
- **ID 611382** - SplatRender doesn't take activation or visibility onto account
- **ID 611385** - Colourspace conversion in SplatRender is inverted

- **ID 611438** - The SplatRender node has an unnecessary format knob
- **ID 611495** - SplatRender output blurred
- **ID 611531** - Transforming Splats and Geo when viewing through the Splatsrender can crash
- **ID 611538** - A GeoTransformed splat viewed through downstream GeoDeletePoints will not be transformed
- **ID 611539** - Update Issues when using Splats
- **ID 611540** - A splat will not show the GeoDeletedPoints viewed through an attached Scene node
- **ID 611542** - SplatRender doesn't handle animated stages

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** - Error messages when rendering h264 with a high framerate are unclear

- **ID 605191** - Color differences between Quick and Custom export
- **ID 605194** - Exporting to Apple Prores 444 XQ with default value in Quick Export can produce a cropped output
- **ID 606880** - Corrupted output after exporting h264 file with specific values using Quick Export

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** - There can be a lag when changing the OCIO soft effect sliders

Timeline

- **ID 608402** - 'New Track(s) from EDL/XML/AAF' file dialog filters for OTIO files
- **ID 609441** - Creating a comp asks user twice when saving presets and duplicates export task

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")
```