Release Notes for Nuke and Hiero 17.1v1 Beta #1 - Closed Beta

Release Date

23 April 2026

New Features

3D

- **Export only your Nuke changes**
  Nuke now empowers artists with non-destructive USD export workflows, allowing you to explicitly define sublayers, export specific scene modifications as lightweight "overs", and reliably preserve existing composition arcs from imported stages. This update transforms Nuke into a fully collaborative 3D hub by eliminating the need to destructively flatten scenes, enabling seamless round-tripping with other departments.

Annotations

- **Annotate with Shapes**
  Shapes brings professional-grade precision to the annotation workflow, specifically optimized for mouse and trackpad users.

  Key benefits:

  - Native support for Rectangles and Arrows, accessible via the 'E' hotkey.
  - Full transform, rotate, and scale capabilities for every shape without quality loss.
  - Total control over stroke width, stroke color, fill color, and fill transparency.
  - Quick-toggle 50% transparency or custom opacity for fill.
  - Comprehensive Python API support for automated annotation shape workflows.

Gaussian Splats

- **Export .splat files**
  It is now possible to export .splat files from the GeoExport node in Nuke. This means that you can manipulate your splat sequences and output them in the format required for use in your wider pipeline.

- **Prepare a splat sequence**
  Support for animated Gaussian splats is now available. The new GeoSequencer node allows you to quickly process a sequence of .ply or .splat files and output them as a time sampled .USDC file to be manipulated by Nuke's existing splat toolset. In addition to being able to utilise Nuke's powerful toolset the benefit of using a USD Value Clip for animated Gaussian splats is it's more performant than reading .ply files directly. USDC files are faster to read and are more memory efficient as the attribute data is not loaded all at once.The GeoSequencer node currently offers the following options:
    - **Method** - This selects the type of source sequence being read and populates the node accordingly.
    - **Source Files** - The path to the source file sequence.
    - **Sequence Files** - The output path for the generated USDC sequence files.
    - **Conversion Prim Path** - The path of the USD Prim for the generated sequence.
    - **Clip Prim Path** - This will only be enabled in the case of USD sequences, and allows a user to pick an existing USD prim path.
    - **Output File** - The output path for the primary USDC file (a manifest and topology file will also be created here).
    - **Frame Range** - The frame range of the source file sequence. It can be edited to provide a different frame range in the generated USDC sequence.
    - **Convert Source Files to Time Samples** - If the source files are a USD or USDC sequence these may or may not contain existing time samples. This check box can be set depending on whether the sequence needs these time samples to be generated or the USDC sequence only needs to be generated.
    - **Create GeoImport after Generation** - Check this to automatically create a populated GeoImport node after the USD Value Clip has been generated.
    - **Generate Clip** - Clicking this will generate the USD Value Clip on disk for use in your composite.

Graph Scope Variables

- **Work more intuitively with Graph Scope Variables**
  The Variables tab in the Project Settings has received a series of improvements to make working with Graph Scope Variables faster and more intuitive. New items are automatically selected on creation, and Variables can now be freely reordered and moved within the tab, with full undo/redo support throughout. Key improvements:
    - Reorder and move variables via drag-and-drop.
    - Undo/redo support for all reorder and move operations.
    - Newly created items are automatically selected.
    - Group and set ordering is preserved across sessions.

Monitor Out

- **Monitor Out: Interactive Mode (GUI-Independent Resolution)**
  Ensures that workspace layout does not compromise image fidelity.

  Key benefits:
    - Broadcast monitor synchronizes with desktop zoom and pan in real-time.
    - Independently calculates native-resolution output for the broadcast monitor, bypassing the pixel limits of the desktop viewer panel.
    - Eliminates "layout-induced blur" on the broadcast monitor when the GUI viewer is small or constrained by other panels.
    - Automated fit-to-width ensures correct framing and eliminates unintended cropping on the external display.
    - Supports independent color transforms for each display, allowing for distinct View Transforms (e.g. ACES, Rec.2020, or P3) on both desktop and broadcast monitors simultaneously.

Feature Enhancements

Gaussian Splats

- **ID 614576** - The GeoDeletePoints node has been extended to support fractional masks as a probability of deletion. For example, using a FieldConstant set to scalar mode as the mask input allows you to control the overall density of the splat using the Value slider.

- **ID 614577** - Axis and Look inputs have been added to the FieldTransform node

Monitor Out

- **ID 597862** - Output on monitor out interactive mode is now the full resolution of the original images, making the quality on the monitor immediately better.

Bug Fixes

3D

- **ID 614705** - A shader error is no longer produced when a GeoBindMaterial is supplied with a single matrix instead of an array of matrices.

Annotations

- **ID 602674** - The Annotations toggle button in the Monitor Out panel (Interactive mode) previously failed to update the display. This has been fixed, and annotations now toggle on and off as expected.

Gaussian Splats

- **ID 613672** - Turning off SplatRender alpha channel will render splats without blending
- **ID 613676** - SplatRender can be slow to render if there are a large amount of splats outside of the camera frustrum. It is recommended to remove any unneeded splats with a GeoDeletePoints and FieldShape node.

Miscellaneous

- **ID 614813** - Tracker nodes returned "Reading keyframe previews..." messages when rendering via Terminal mode

Node

- **ID 615900** - Decimal place positions were not preserved when incrementing/decrementing knob values

Python

- **ID 610998** - Nuke crashes when calling execute on a Curve Tool from a Tab menu custom action.

Known Issues

3D

- **ID 616583** - GeoImport doesn't use asset resolver
- **ID 616769** - GeoTransform lookAt transform is incorrect

Annotations

- **ID 615011** - When Annotations is enabled on the Viewer, using the space bar to expand and collapse the Viewer stops working
- **ID 617267** - Shift + Box Selections doesn't add to the current selection
- **ID 617335** - Can't Undo after moving the Front and End points of the Arrow Shape
- **ID 617802** - Creating a tiny Rectangle with Fill enabled fills the whole screen
- **ID 617808** - Rectangle shape has a gap between the Fill and the Stroke
- **ID 617809** - Setting an Annotation's Alpha value above 1.0 in the properties ColorKnob turns the color black

Gaussian Splats

- **ID 617099** - FieldShape handles and overlay is not affected by FieldTransform when using look axis
- **ID 618097** - Crash on Exit after using Generate Clip
- **ID 618115** - TimeOffset nodes cannot be modified in the DopeSheet when connected to the GeoSequencer

Monitor Out

- **ID 616973** - Using a Pixel Ratio 2 doesn't stretch the Pixels in Interactive Mode
- **ID 616975** - When using OCIO with Interactive Mode, the Display Colorspace is applied to clips when they are set to raw colorspace
- **ID 616976** - Viewer overlays such as 'Format' aren't drawn in Interactive Mode
- **ID 616978** - Interactive Mode doesn't show different channels or layers
- **ID 617308** - B Buffer is always rendered at best quality, even when the Buffer isn't being broadcasted

Qualified Operating Systems

- macOS Sequoia (15.x), or macOS Tahoe (26.x)
- From Nuke 17.1v1 onwards Intel Macs are no longer supported.

  For more information on supported macOS versions for Nuke, see Foundry Knowledge Base article Q100651.
- Windows 11 (64-bit)
- 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

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.

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")
```