Release Notes for Nuke and Hiero 17.1v1 Beta #3 - Open Beta.

Release Date

30 June 2026

New Features

3D

Hydra 2.0

The Nuke 3D Viewer has been refined to better support 3D workflows with more intuitive controls and support for Hydra 2.0.

- Display menu options give more granular control over your viewer display properties without opening the viewer panel. This includes your USD display purposes, Light setup controls and 3D view options.
- Updates to the 3D Toolbar give quick access to your common view options, like Lights, the viewer headlamp, geometry and the 3D grid options that can be toggled on and off without opening the 3D viewer properties.
- The transform options have been condensed into two toggles that allow you to set your Transform space and transform tools.

The update to hydra 2.0 paves the way for future support of a wider range of Hydra delegates directly in Nuke. It also allows for greater control over the display of your 3D scene in the viewer with HD Storm. In the viewer node you can now set the Display AOV which will update the display of the 3D viewer so you can preview channels like depth and position.

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.

Gaussian Splats

Prepare a sequence of Splats

Support for animated Gaussian splats is now available. The new GeoSequencer node allows you to quickly process a sequence of .USD, .USDC, .PLY or .SPLAT files and output them as a time sampled .USDC file to be manipulated by Nuke's existing splat toolset.

Arbitrary animated attributes will be detected in the input sequence and can be optionally passed through to the generated Value Clip. This allows data such as normals or position to be rendered via SplatRender and utilised elsewhere in your comp.

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 can be more memory efficient as the attribute data is loaded as required, not 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** - Contains the path to the sequence being read.
- **Sequence Files** - The output path for the generated USDC sequence files.
- **Conversion Prim Path** - The path of the USD Prim for the generated sequence.
- **Missing Parent Type** - The type of prim to create for any ancestor prims in the path that don't already exist.
- **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.
- **Animated Data** - Displays the animated attributes found in the input sequence. Use the checkboxes to select which animated attributes you would like to maintain in the generated Value Clip.
- **Clip Set** - The name for the Value Clip's Clip Set.
- **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.
- **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.

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.

Relight your splats through SplatRender

The SplatRender node has been updated to support 2D rendering of Direct, Point, and Spot lights placed in the 3D system. Allowing you to do basic relighting of Gaussian splat scenes and elements for better integration into your comps. While not required for relighting, if normals and position data exists in the Gaussian splat it can be rendered via SplatRender for use elsewhere in your comp.
The following knobs are available In SplatRender to control the light contribution.

- **Enable Relighting** - Apply lighting and shadows from scene lights to the splats.
- **Lights** - Set which lights in the scene affect the splats. By default this is set to all Direct, Point and Spot lights.
- **Ambient Color** - Base light color that fills in areas not reached by any light.
- **Lighting Blur Radius** - Smooths the final lighting result in screen space while keeping object edges sharp

The **Shadow** knobs can be used for creative control over the shadows cast by your lights. The following controls are available in the DirectLight, PointLight and SpotLight nodes:

- **Strength** - How strongly shadows darken the image.
- **Softness** - How much the shadows edges are blurred from lights point of view.
- **Depth Range** - How much depth variation is tolerated when computing shadows, in world-space units.
- **Onset** - Controls how deep into a surface shadows begin to take effect.
- **Bias** - Offsets the shadow away from the surface to prevent self-shadowing artefacts.
- **Resolutions** - Controls the detail level of shadow calculations.
- **Depth Quality** - How many layers of transparency are tracked per shadow pixel.
- **Cutoff** - How dim the remaining light must get before an area is treated as fully in shadow.

File Formats

Control channel use with EXR channel filtering

The EXR reader in Nuke now provides controls for creating expression based channel filters. These knobs in a Read node allow you to manage which channels contained in an EXR should be loaded into the Nuke channel system. This is particularly useful in cases where an EXR has many AOV passes that causes the upper channel limit (1024) in Nuke to be exceeded.

- When reading an EXR the existing behaviour will be maintained if the Nuke channel limit is not exceeded i.e. all channels will be loaded into the Nuke channel system automatically. The channel filtering knobs can then be used to control channel loading if desired*.
- If reading an EXR would result in the Nuke channel limit being exceeded the Read node will go into an error state and a message will be displayed in the Viewer to indicate why. No channels will be loaded into the channel system, allowing you to use the channel filtering controls to decide how to proceed e.g. filtering out a number of unneeded channels.
- The “Edit Filter Masks” button will turn on “Disable Extra Channels”. This ensures channels do not attempt to load while writing an expression. A simple UI displaying EXR channel info will also be shown and will update based on the input expression. The “Finished Editing Filters” button will turn off “Disable Extra Channels” and load the resulting channels into the channel system.

* It is important to note that once a channel has been loaded it is not currently possible to dynamically remove it in the session. This means you could filter out channels in a Read node but see no change in the total channel count in the script. However if you save the script, close and reopen, the filtered out channels will no longer be loaded.

Support for ARRI Image SDK 9.0.1 and ARRI MXF 4.4.10

The ARRICORE codec adds the Decode Quality knob that combines input binning for ARRIRAW and proxy mode for ARRICORE

BMD Raw 5.1

This update adds support for new metadata controls and all cameras that export BRAW files since the last SDK update, including Blackmagic Cinema cameras and the URSA series.

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 within the panel 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.

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.

Contact Sheet

Per-Sequence Contact Sheet

Each sequence now has its own Contact Sheet, saved with the project.

- Each sequence in a project maintains its own independent Contact Sheet.
- Switching sequences automatically loads the Contact Sheet for that sequence.

- Contact Sheet contents are saved to the project file when you save.
- Reopening a project restores each sequence's Contact Sheet exactly as it was.

Overlayed Heads Up Display

The Contact Sheet now displays a Heads Up Display (HUD) overlay on each cell, with configurable content, text size, and colour. The HUD can be toggled on or off from the Contact Sheet panel toolbar.

- Four corners display metadata fields. Default assignments: clip name and version (top left), shot name (bottom left), track name (bottom right), top right empty.
- Available fields per corner: clip name, version, shot name, track name, layer name (where applicable), or empty.
- Text size and colour are configurable independently of field assignment.
- Overlay is fixed to the corners and remains readable at any zoom level.
- HUD is on by default. Toggle on/off via a button in the Contact Sheet panel toolbar.
- Toggle state is restored from Nuke's interface state cache. Persists across close and reopen of the application.
- Preferences: sets user-level defaults for corner content, text size, and colour. Applied to all contact sheets where no project-level override exists.
- Contact Sheet settings (gear icon): per-contact-sheet override for corner content, text size, and colour. Saved with the project file.
- Python API: overrides content, text size, and colour at runtime. Takes highest priority over both Preferences and Contact Sheet settings.

Tracks Mode

The Contact Sheet now includes a Tracks mode. One click loads all visible timeline tracks as cells, ready to compare (e.g., by department, by version, or any other track structure).

- Click the Tracks mode button in the Contact Sheet to load all visible timeline tracks as cells.
- Tracks are displayed in descending order from the topmost track.
- In Tracks mode, the Contact Sheet, sequence, and sequence viewer are fully in sync.
- Moving the playhead updates all cells simultaneously, showing each track's output at that frame.
- Cut marking (U), loop playback, and next/previous cut navigation are all available in Tracks mode, the same as in the standard sequence viewer.

- Track visibility (on/off) in the timeline is reflected immediately in the Contact Sheet. Turning a track off removes its cell. Turning it on restores it.
- If a track is visible but contains no content at the current playhead position, its cell is present but displays black.
- Shift-H cycles the Contact Sheet between its three modes.
- Exiting Tracks mode returns the Contact Sheet to manual select mode, restoring the previous manual selection.

Stack View

Stack View is a view state toggle for the Contact Sheet. It extends the A/B compare workflow to more than two clips. It works on top of whatever content is already loaded.

- Activate Stack View to collapse the grid to a single cell filling the full panel. Each loaded clip becomes one page. All clips occupy the same position on screen, so your eyes stay fixed while hotkeys do the switching.
- A page indicator in the panel chrome shows your current position (e.g., "4 / 12").
- Use the 1-0 keys on the main keyboard to jump directly to pages 1-10.
- Use next (Shift + }) and previous {Shift + {) hotkeys to step through all pages, including beyond page 10.
- Stack View remembers your last page position. Deactivating and reactivating returns you to the same page.
- Deactivating Stack View returns the Contact Sheet to the grid view in its previous state.
- Stack View works alongside all other Contact Sheet modes (manual select, Tracks, Layers, Playheads).

Monitor Out

Monitor Out Interactive Mode (GUI-Independent Resolution)

Workspace layout does not compromise image fidelity.

- 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.

Soft Effects/Transitions

Burn-In Custom Metadata and Expressions

Burn-In fields take more than the preset metadata list. In any of the six fields you can:

- Type any metadata key the source media carries, beyond the presets
- Enter free text, including TCL expressions evaluated at render, such as `Frame: [frame]` for the current sequence frame number

This makes the burn-in a free-form labelling tool: combine static text with live values, and reference metadata that never appeared in the preset list.

Feature Enhancements

3D

- **ID 617345** - Over prims are visible in the scene graph and ScanlineRender2 processes these correctly.

Contact Sheet

- **ID 620249** - Added Python callback when a Contact Sheet viewer is opened
- **ID 620251** - Enabling the display of the Contact Sheet HUD overlay on monitor out

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

Gizmos

- **ID 141607** - Exporting a gizmo now adds the extension .gizmo to the file automatically if it's not present

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.

Performance

- **ID 445043** - Improve Python node creation performance when thousands of nodes are in the script
- **ID 602330** - Improve Nuke script loading/closing performance when thousands of nodes are in the script

Python

- **ID 613698** - Added the ability to retrieve available layer names via Python to use with the thumbnail() function

Soft Effects/Transitions

- **ID 161403** - Add the ability to customize key/value knobs of the Burn-In soft effect on the timeline - now possible

Bug Fixes

File Format and SDK updates

- **ID 533972** - Nuke crashes when reading some .BRAW files

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.
- **ID 616769** - GeoTransform lookAt transform is incorrect

- **ID 617519** - Hidden instanced and flattened USD objects are visible with the ScanlineRender2 node in Nuke.
- **ID 618363** - **Description**
  Alembic (.abc) files exported with baked transform animations do not display geometry in Hydra when reimported using GeoImport, while ReadGeo works correctly.
- **ID 619079** - Setting the viewer_world_coordinate_system Preference knob to "Z-Up" produces an incorrect result
- **ID 619270** - The vertical Window Translate is incorrect for Cameras imported from third-party DCCs
- **ID 619414** - Camera4 incorrectly converts vertical aperture offset from/to USD camera prims into NDC aperture offset by using both the horizontal and vertical aperture size. Because the USD (and Alembic) camera aperture offsets are defined in physical units both X and Y offsets should result in the same distance in Y as it does in X. Therefore the NDC normalization should only be done using aperture width, and the inverse is done when de-normalizing. This results in a uniform 1:1 ratio NDC space which correctly represents the uniform 1:1 ratio of the aperture size units.
- **ID 620077** - GeoExport now exports Cameras/Lights/Axes when expected if a GeoBreakLayer node is in the graph.
- **ID 620278** - GeoExport's bake transform operation for abc files now doesn't incorrectly create over prims in the layer to export.
- **ID 620482** - Importing an alembic file via GeoImport will now correctly display prim paths as expanded.
- **ID 621741** - GeoImport overrides have no effect on ScanlineRender2
- **ID 621914** - [3D Arch] GeoExport - non default file type knobs lose their value when reloading a script

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.
- **ID 617807** - Two clicks are needed to select a shape tool in the toolbox even if the tool you need is already the tool presented

Contact Sheet

- **ID 618356** - Closing the Contact Sheet with Python doesn't close the it's tab/pane/window
- **ID 621888** - RecursionError when opening an Project with an opened ContactSheetViewer when using activeSequence() - fixed

Exporting

- **ID 618218** - Quick Export introduces an audible pop/click when using the H.264 codec

File Formats

- **ID 516035** - Increased memory usage occurs and is not fully freed when clearing the cache after importing and Viewing .ari media files on the Timeline
- **ID 610833** - NotchLC sometimes exports files with artefacts
- **ID 621895** - Nuke Studio Clip input transform is different to Nuke behaviour

Filters

- **ID 582686** - The Bokeh node's Focus Region Size affects its result when using Real World Lens Simulation and Depth Style 1/Z

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.
- **ID 618048** - Crash when editing GeoTransform with an Splat while looking at the SplatRender
- **ID 618097** - Crash on Exit after clicking Generate Clip in GeoSequencer
- **ID 619274** - On Linux viewing a splat and placing a PointLight caused immediate crash.
- **ID 619303** - Animated normals are not extracted for all frames
- **ID 622491** - SplatRender lights_mask knob pop up scene graph button doesn't work

Miscellaneous

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

Monitor Out

- **ID 386577** - Quality of Monitor Out drops for B when zoomed out in Viewer or when the Viewer is small

- **ID 597952** - Changing knobs in the Node Graph in Nuke Studio can cause the monitor out display to flip upside down
- **ID 615612** - Decklink 8K Pro doesn't work at higher Display Modes(frame rates/resolutions) and Pixel Formats (bit depths)
- **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

Multishot

- **ID 616543** - Nuke crashes when loading a compiled plugin with a Gsv_knob

Node

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

OpenTimelineIO

- **ID 619514** - OTIO import can crash Studio/Hiero.

Python

- **ID 610998** - Nuke crashes when calling execute on a Curve Tool from a Tab menu custom action.
- **ID 614068** - QtWebEngineWidgets can't be imported from PySide2/PySide6 on Apple Silicon/ARM versions of Nuke

Timeline

- **ID 552066** - Nuke Studio/Hiero reads H.264 files with an incorrect frame range

Viewer

- **ID 588634** - Timeline Viewers can display incorrect results when Proxy Resolution is 1:1 and the zoom level changes

Known Issues

3D

- **ID 616583** - GeoImport doesn't use asset resolver
- **ID 618533** - PreviewSurface format is incorrect on all but diffuse input
- **ID 618961** - TimeOffset nodes are ignoring Layer Break nodes
- **ID 619439** - Copying a Light with Color Temperature enabled, disables the temperature knob after pasting
- **ID 619515** - SLR2 does not reflect upstream changes to geo
- **ID 619686** - Legacy ReadGeo node is crashing when alembic camera files are added
- **ID 620100** - GeoBindMaterial crash when targeting instance
- **ID 620487** - GeoImport doesnt always update when changing file
- **ID 620496** - Live Read camera state is interrupted and irretrievable by snapshotting frame links
- **ID 622142** - Axis ops visible in a viewer connected to a separate stage
- **ID 622274** - ABC exporting using GeoExport now does not result in errors in the terminal.
- **ID 622374** - Setting of USD environment variables was creating an alert in the terminal.
- **ID 622375** - Render settings from the USD schemas do not currently apply to GeoRender
- **ID 622700** - Infinite Error Popup Loop on .abc (Alembic) Export Failure
- **ID 622708** - GeoInstanced prims will disappear from Viewer when the frame is changed
- **ID 622749** - .abc (Alembic) export failure
- **ID 622769** - 2D GeoRender prim/light disabling on USD assets is causing a crash
- **ID 622876** - GeoBreakLayer doesn't work with GeoMerge set to duplicate prims in place

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 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

- **ID 618443** - Shapes and paint strokes flicker while scrubbing in a Sync Review session
- **ID 618467** - Shapes and paint strokes disappear from the Viewer during an Sync Review session on the same machine
- **ID 620277** - Annotations are no longer stretched when Sequence has a pixel ratio of 2
- **ID 621851** - Changing Annotation tool properties with the arrow keys no longer requires the Shift modifier

Compare

- **ID 620315** - Comparing two clips with a pixel ratio of 2 in horizontal mode has overlapping clips
- **ID 622168** - Changing the B Buffer Versions breaks the Undo stack
- **ID 622172** - Alt+Up and Alt+Down stops working in the B Buffer after making a cut on the current track Item
- **ID 622173** - Adding and adjusting an Softeffect while in Compare Versions doesn't update the clip in the B Buffer
- **ID 622200** - Flip, Flop happens per Buffer instead of per Viewer
- **ID 622294** - Switching Sequences while in CompareVersions doesn't switch both Buffers
- **ID 622463** - Overlays elements are affected by the merge operations

Contact Sheet

- **ID 618726** - ContactSheetViewer and HieroViewer share the same name in the MonitorOut ViewerToolbar
- **ID 619332** - Enabling Stack View on a page with 1 player does not return it to the original grid size after disabling Stack View
- **ID 619667** - Contact Sheet selected tags filtering persist between sequences.
- **ID 619678** - Nuke Studio - undo/redo item name does not represent the action
- **ID 621803** - Tooltips for new top bar CS buttons
- **ID 621807** - Alt+Right and Alt+Left shortcuts to jump between cuts in the Contact Sheet viewer are operational.
- **ID 621872** - ContactSheetViewer current frame knob isn't editable
- **ID 621923** - Renaming a Sequence won't update the ContactSheetViewer tab name
- **ID 622453** - Enabling Tracks Mode on Frame 0 causes the Timeline Viewer to go black

File Formats

- **ID 619061** - An error state may persist on a Read node incorrectly after modifying the EXR channel filtering expression
- **ID 621742** - In the EXR Channel Filter controls the text on the Finished Editing Filters button is cropped on some displays.
- **ID 621955** - Flipbooking Read node with EXR channel filtering applied may show error

Gaussian Splats

- **ID 617099** - FieldShape handles and overlay is not affected by FieldTransform when using look axis
- **ID 618115** - TimeOffset nodes cannot be modified in the DopeSheet when connected to the GeoSequencer
- **ID 618175** - Attaching GeoViewScene to a node containing a Splat can cause Nuke to crash
- **ID 618724** - Drag and dropping .spz files in the Node Graph creates a Read node instead of GeoImport
- **ID 619438** - Crash when re-connecting viewer to GeoSequencer with invalid source files file path
- **ID 619440** - SplatRender Relighting doesn't use Color Temperture from GeoLights
- **ID 622273** - GeoPointsToMesh doesn't support splats or normals attributes
- **ID 622627** - Nuke crashes when generating clip without correctly set clip prim path
- **ID 622660** - FieldSwizzle input knobs list doesn't match the number of node inputs
- **ID 622712** - Deleted splats by GeoDeletePoints still casting shadows
- **ID 622791** - Manually forcing splat render proxy updates in the viewer can occasionally result in blank or incorrectly scaled images.

Hydra Viewer

- **ID 622765** - GeoRender Renderman terminal spam
- **ID 622848** - Inserting Nodes into the USD Stage causes viewer camera selection to change unexpectedly

Monitor Out

- **ID 617308** - B Buffer is always rendered at best quality, even when the Buffer isn't being broadcasted
- **ID 620316** - MonitorOut image is positioned incorrectly when a clip with a pixel ratio of 2 is only loaded into Buffer B with horizontal mode

- **ID 620466** - Interactive Mode only shows one view when the Viewer is set to some of the stereo modes
- **ID 620492** - Enabling the Format overlay causes the Monitor Out image to be positioned incorrectly when in interactive mode
- **ID 620493** - Displays modes that use as pixel ratio of 2:1 are square formats

OpenAssetIO

- **ID 622110** - Nuke will not launch if an asset manager JSON file contains errors

Spreadsheet

- **ID 622229** - Setting an negative value into the Src In knob that would return a negative value, instead set the wrong value completely

Qualified Operating Systems

- macOS Sequoia (15.x), or macOS Tahoe (26.x)
- Note: Apple has confirmed that macOS Tahoe (26) is the final version to support Intel based Mac machines. All future macOS releases will require Apple silicon exclusively. To align with this transition, Nuke 17.0 and 16.1 are the last release lines to support Intel based Mac machines. Starting with Nuke 17.1, Foundry updates for macOS will require Apple silicon hardware.

  We recommend that users on Intel hardware consider these versions as the final major upgrade path and migrate to M-series hardware for continued compatibility with future Nuke releases.

  For more information on Foundry products and supported macOS versions, see Foundry Knowledge Base article Q100592.
- 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 12.8, 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 12.8, 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:

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

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

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")
```