Release Notes for Nuke and Hiero 15.1v7

Release Date

15 May 2025

Bug Fixes

File Format and SDK updates

- **ID 593316** - Apple ProRes renders with missing scanlines on Linux

3D

- **ID 546695** - A crash occurs when creating new geometry and viewing the PointCloudGenerator node

- **ID 585629** - ScanlineRender will no longer fail to render all geometry

BlinkScript

- **ID 275860** - Blinkscript node executed in parallel on a single host causes render fail with signal 11

- **ID 590461** - Local float3 arrays incorrect in process() on OpenCL

Conform

- **ID 502945** - Importing a track now moves soft effects along the other items in the sequence, and the action is reversible with undo.

Deep

- **ID 594523** - DeepFromFrames does not seem to include the last frame of its frame range

File Import

- **ID 595653** - Certain JPEG 2000 MXF files do not load correctly in Nuke

Node Graph

- **ID 595430** - Postage Stamp updates when playback is stopped to match the current frame

Python

- **ID 135206** - Calling node.dependencies() or node.dependent() now returns consistent results for nuke.EXPRESSION in Terminal mode

Shortcuts

- **ID 590814** - Node Graph shortcuts will sometimes apply with the timeline open

Soft Effects/Transitions

- **ID 593333** - The Viewer no longer flickers when typing on a text Soft Effect

Timeline

- **ID 590394** - Video and Audio Tracks within Clips cannot be reordered
- **ID 593091** - The In/Out points are missing when duplicating a Sequence and viewing the timeline.

Known Issues

Group View

- **ID 573822** - When creating a Group inside a Group in the new Group View, Nuke automatically switches to a new tab for the first group, which is undesirable with the new Group View feature.

- **ID 574009** - Bookmarked nodes in an open Group View are framed with an offset when jumping to those bookmarks.

- **ID 582726** - Expression and clone link indications disappear when the respective node/s are added to a group

Rotopaint

- **ID 565896** - Painting equal number of strokes on left and right viewer makes some strokes invisible in the viewer

3D

- **ID 563587** - Scene not updating when 'Inverse Selection' checkbox is ticked on the 'GeoIsolate' node

- **ID 563625** - Mouse selection not working on action options list after right clicking on groups in ReadGeo pop up - Classic 3D system

- **ID 572604** - 3D Viewer Downrez crash with some textured scenes

- **ID 577433** - SetAuthorMode works differently in GUI and terminal

- **ID 579501** - Timeoffset correctly affects connected animating textures

- **ID 598783** - Child geometry doesn't update position in the Viewer when the parent is transformed

BlinkScript

- **ID 586308** - ParticleBlinkscript examples are broken

Color

- **ID 580590** - Rec.2100-HLG - Display/Raw view transform changes viewer colorspace on playback

File Formats

- **ID 587613** - Small resolution ProRes files are not read in in the correct colour

File Import

- **ID 573890** - Resaving script with offline media and reopening it throws errors

MacOS

- **ID 575080** - Users who have upgraded to Sonoma may encounter an issue when launching Nuke, where licenses display an error. To resolve this issue, we recommend upgrading to Sonoma 14.5 or higher.

Multishot

- **ID 596451** - Text node is not evaluating recursive variables

Node Graph

- **ID 596653** - Nuke script fails to render, due to nodes that are not connected the Write node

OpenAssetIO

- **ID 575828** - R3D_CDL support appears to crash assetized scripts
- **ID 579556** - Assetisation of asset has a misleading error, should be a 'file not found' error
- **ID 581156** - FrameRanged traits highlighting still present despite being overridden in the node (Copy/Paste)
- **ID 582341** - Read nodes using entity references with GSVs does not update frame ranges on the UI

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Timeline

- **ID 569072** - Adjusting a track tag 'start' point to 0 causes the icon to disappear

- **ID 572744** - Viewer Toolbar overflow menu displays last selected compare option, rather than what is shown when the menu is extended

- **ID 582437** - Adding soft effect whilst timeline disk is caching will stop the process overall

Qualified Operating Systems

- Nuke 15.0 and later support Apple's silicon hardware.

- macOS Ventura (13.x), or macOS Sonoma (14.x)

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

- Windows 10 (64-bit) or 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.

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.

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")
```