Release Notes for Nuke and Hiero 15.1v10

Release Date

16 October 2025

Feature Enhancements

Timeline

- **ID 152675** - Added the ability to suppress the autosave dialog prompt when opening projects via Python

Bug Fixes

3D

- **ID 585906** - Nuke no longer crashes while zooming in the Viewer with merged ScanlineRender nodes and a combination of specific filter options, transparent inputs and Deep outputs
- **ID 605096** - Adding a ModelBuilder node first no longer breaks the loading of a Project3DShader node
- **ID 606255** - Nuke will no longer distort geometry in the 3D viewer after viewing through an object with non-default scaling and then returning to the default camera

Colorspace

- **ID 405361** - The OCIOCDLTransform Soft Effect no longer errors when using "export grade as .cc" in Hiero
- **ID 515401** - Setting defaultViewingLUT to OCIO LUTs now correctly loads the OCIO LUTs in the Viewer Process menu

Documentation

- **ID 606040** - Corrected typos related to maximum and minimum FrameRange values in the Python documentation

File Formats

- **ID 471187** - The Write node now correctly overwrites existing exr/compressionName metadata when rendering

Indie

- **ID 485729** - Nuke Indie now correctly loads Indie gizmos (.gzind) when using the Update function in the Tab menu
- **ID 591999** - Links to download the latest Nuke version in expired Indie/NC builds now correctly directs to https://downloads.foundry.com/nuke

Live Groups

- **ID 580048** - LiveGroups are now set to modified when an exposed knob is set to its default value
- **ID 595010** - The LiveGroup node default publish path is now a users home directory, not the Nuke application directory

Miscellaneous

- **ID 500479** - AnalyticsUploader (Usage Statistics) no longer times out when it can resolve the DNS but doesn't receive a response

Monitor Out

- **ID 606167** - Nuke now outputs the correct metadata (ITU-R BT.709) for DCI-P3 colorspaces when using the Blackmagic UltraStudio 4K Mini with Enable Colorimetry Metadata on

Node Graph

- **ID 573749** - The Switch node input pipes now correctly highlight, without the need to manually refresh, when changing views in the Viewer
- **ID 599802** - Nuke no longer crashes when opening scripts containing Deep and ModifyMetadata nodes with Top-Down Rendering enabled

Python

- **ID 602091** - The hiero.ui.Viewer.goToTrackItemMiddle() method now works correctly, no longer raising Type and Overflow errors
- **ID 605459** - Restored the ability to hide Tag metadata keys in the UI by omitting the "tag." prefix

Timeline

- **ID 603975** - Fixed a crash on exit in Hiero
- **ID 604193** - A Playhead will no longer appear in the Timeline when no Sequences are active, preventing a crash when it was moved
- **ID 604194** - Nuke Studio no longer crashes when the Viewer's Compare mode is active and a "Drop Clips" action is undone

Tooltip

- **ID 604344** - The method knob on a Defocus node no longer has a typo in its tooltip

Viewer

- **ID 592171** - The Viewer's playback range no longer becomes locked when the Playhead is selected, if the playback range was previously locked

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 563625** - Mouse selection not working on action options list after right clicking on groups in ReadGeo pop up - Classic 3D system
- **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 602582** - Nuke can create scripts which cannot be opened when certain BlinkScript nodes that use abs functions are present

Color

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

Colorspace

- **ID 549833** - Nuke Studio displays the incorrect OCIO config version in the Project Settings when the OCIO environment variable is set

File Import

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

Miscellaneous

- **ID 598038** - UnrealReader writes render passes to two different files.
  Workaround: You can always Write out the AOVs locally via Nuke's Write node without the *** _Add** prefixed separate file convention

Node Graph

- **ID 596653** - Nuke script fails to render, due to nodes that are not connected the Write node
- **ID 604598** - Navigation in Nuke's Node Graph is slow in large scripts with many nodes on screen

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)

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
- **ID 600999** - The kSelectionChanged event always triggers when selecting TrackItems
- **ID 602154** - Timeline editing track selection tools don't work if the clip is auto/soft selected
- **ID 605460** - Timeline selection UI does not update during Playback
- **ID 607979** - The Viewer Info Bar timecode no longer updates when modifying a TimeWarp soft effect

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")
```