Release Notes for Nuke and Hiero 15.2v5

Release Date

2 September 2025

Feature Enhancements

Timeline

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

Bug Fixes

File Format and SDK updates

- **ID 524274** - Nuke Studio does not apply colour transforms correctly to ARRI Alexa 35 footage when changing the arri_colorspace knob

Rotopaint

- **ID 599860** - Splines created with "Duplicate and join" do not always update the SplineWarp preview in the Viewer.

- **ID 599862** - Nuke crashes when switching between, and editing, bezier shapes in the SplineWarp node, after using the "Duplicate and join" option.

3D

- **ID 585906** - Nuke crashes when zooming the Viewer in/out if a ScanlineRender node uses filtering options with transparent images outputs as Deep data and is merged with another ScanlineRender

- **ID 600411** - Nuke crashes when viewing a Scene node after attaching PositionToPoints and Card nodes and zooming/rotating/panning in the 3D Viewer

- **ID 603260** - GeoExport is available in Nuke Non-Commercial

CaraVR

- **ID 476365** - C_Stitcher now renders correctly with "Use GPU if available" enabled.

Colorspace

- **ID 405361** - OCIOCDLTransform Soft Effect errors when exporting grade as .cc from Hiero

- **ID 515401** - Setting defaultViewingLUT to OCIO LUTs no longer loads the OCIO luts into the Viewer Process

- **ID 549833** - Nuke Studio can display an incorrect OCIO config Version when the OCIO environment variable is used

Documentation

- **ID 601180** - The Docs home page is given when selecting the Documentation icon for VariableSwitch and VariableGroup nodes in Nuke

File Export

- **ID 598378** - MXF files exported at certain resolutions produce skewed images

File Import

- **ID 587586** - Exporting an ARRI MXF file as an EXR sequence results in incorrect arri/optics/lens_state metadata values

- **ID 591666** - AddTimeCode node doesn't use get FPS from metadata when setting the start time code, using 24 fps instead

Indie

- **ID 485729** - Nuke Indie doesn't load Indie gizmos (gzind) when using Update in the Tab menu

Installation and Licensing

- **ID 547412** - A message prompt is given when adding the /passive command while using uninstaller.bat on the command line

Live Groups

- **ID 580048** - LiveGroups are not considered modified when an exposed knob is set to the knob's default value

- **ID 595010** - LiveGroup default path is attempting to write to the Nuke directory

- **ID 599232** - Nuke crashes when opening a .nk in a LiveGroup

Miscellaneous

- **ID 500479** - AnalyticsUploader (Usage Statistics) doesn't timeout when it can resolve the DNS but doesn't receive a response

- **ID 519790** - SmartVector toolset example Nuke script errors when opening

Multishot

- **ID 595171** - Using the Python API to set multiple GSVs from a dictionary will now retain the original ordering of the variables instead of sorting them alphabetically

- **ID 597307** - GSVs do not de-serialize correctly if they contain backslash characters

- **ID 597503** - GSVs in a Read node's file-path can fail to evaluate when the Nuke script is Saved/Autosaved

- **ID 599507** - Knobs containing GSVs stop evaluating via Python if any GSVs are created, changed, or removed

Node

- **ID 494712** - The Swap Input/Output button on SphericalTransform node functions incorrectly

- **ID 591134** - HTML/ UTF-8 character sets in the text node no longer work

Node Graph

- **ID 573749** - The Switch Pipes will automatically highlight the correct View input without the need to refresh

- **ID 599802** - Nuke crashes when opening scripts containing Deep and ModifyMetadata nodes, and Top-Down Rendering is enabled

Python

- **ID 602091** - The hiero.ui.Viewer.goToTrackItemMiddle() method does not work and raises an OverflowError

Timeline

- **ID 604193** - The Playhead can appear in the Timeline when no Sequences are active, and will crash Nuke Studio if it is moved

- **ID 604194** - Nuke Studio can crash when the Viewer's Compare mode is active and "Drop Clips" is undone

Tooltip

- **ID 604344** - The Defocus node's method knob has a typo in its tooltip

ZDefocus

- **ID 355791** - Specific ZDefocus knob values cause Pixel extension on footage

Known Issues

Rotopaint

- **ID 602761** - Brush stroke points are not updated in the Viewer when translating expressioned points of a RotoPaint node in Nuke

3D

- **ID 593942** - USD files dropped in to node graph default to ReadGeo node being used w/ the ReadGeo node placed in wrong location in node graph
- **ID 594827** - GeoPoints mat input is not labelled and is in the wrong place

Exporting

- **ID 593352** - H.264 export intermittent crash

File Import

- **ID 588371** - Loading files into new builds fails when having env variable set for FileIO

GroupView

- **ID 604159** - The TimeOffset, FrameRange and FrameHold nodes are returning the wrong result when iterating through all group nodes and unpacking their contents

Link Nodes

- **ID 591095** - Primatte's colour picker shares data between linked nodes with enabled override

Monitor Out

- **ID 593376** - Monitor Out window introduces unremovable unnecessary grey space if resized horizontally

Multishot

- **ID 572587** - non-group nodes root item shows as unnamed

- **ID 577486** - Middle click changes the hit group

- **ID 584182** - Selecting a list option on an inherited variable will change the variable type to string

- **ID 584377** - The height of the Label input box is larger than elsewhere (see the same widget for editing user knobs to the right)

- **ID 587036** - Disabled GSV knob is not scrollable

- **ID 587589** - Cutting (CMD+X) a linked node, then cloning the parent and then pasting creates a cloned link

- **ID 587593** - Copy/Cut with nothing selected results in : 'Cannot copy/cut across multiple groups' error

- **ID 589109** - Nodes in an input tree of a var group should see the variables defined by it

- **ID 589706** - Updating variables using python does not update value until user clicks on the Variable panel

- **ID 590072** - Grouping a group with a child link node breaks link

- **ID 590243** - Variable Switch - Thumbnails will error temporarily before resolving with networked files

- **ID 591907** - Typo in Create Variant popup

- **ID 591987** - Variant switches when trying to adjust value of overridden knob for a first time

- **ID 592017** - Unable to remove "Divider Line" knobs from the panel

- **ID 593887** - Unnamed (default) GSV set not found for nested group path (python only)

- **ID 595335** - Link node override knob requires hover away to reveal selection

- **ID 596302** - Show Group View knob not updating the UI with a TCL expression

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

- **ID 596622** - Reinstate the X icon properly to discard variable from panel

- **ID 597057** - Edit options on the Root row should be disallowed

- **ID 597058** - Removing all Variables in a Var set will remove the Variable set

- **ID 602288** - The 5th+ Input of a Group node becomes obscured when Group View is enabled or shown

OpenAssetIO

- **ID 580110** - Knob values inherited from an asset are no longer highlighted after undoing a user change

- **ID 582341** - Read nodes using entity references with GSVs does not update frame ranges on the UI

- **ID 586349** - Knob values don't update on restart or clear caches

- **ID 586454** - Terminal warnings if OPENASSETIO_DEFAULT_CONFIG is set

Python

- **ID 603006** - Enumeration knob value can no longer be set using setValue to it's string value if the values starts with a space/ " "

Quick Export

- **ID 589137** - Exporting shot directly from timeline will show both Quick and Custom export tabs

- **ID 590316** - Incorrect pixel aspect ratio when exporting to PAL / NTSC

- **ID 591048** - Ranges is unavailable and will default to whole Sequence

- **ID 591049** - Include Annotations is unavailable

- **ID 591377** - Cancelling Quick Export is not deleting a file (Windows only)

- **ID 592312** - Quick export crashes if there is a offline media at the end

- **ID 593290** - Overwriting source file with Quick Export will crash nuke

- **ID 594146** - Issues when exporting sequence with audio track longer then video

- **ID 594590** - Encoders are flushed prematurely in the export process.

- **ID 594727** - Grey out Audio knobs when 'Include audio' is unchecked.

- **ID 598754** - Quick export will not export right side view

- **ID 601634** - Crash in Quick Export when Clip's media ends before previous Versions

Qualified Operating Systems

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

- macOS Sonoma (14.x), or macOS Sequoia (15.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")
```