

Release Notes for Nuke and Hiero 15.2v9

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Release Date

2 April 2026

Feature Enhancements

Graph Scope Variables

- **ID 598785** - Add ability to evaluate Graph Scope Variables (GSVs) on String knobs

Bug Fixes

3D

- **ID 154775** - Setting USD/FBX/ABC paths within Camera and Axis Nodes with Python now updates the knobs before the GUI is opened.
- **ID 502496** - Camera frame rate always defaults to 24 after importing
- **ID 525607** - Camera3 node renders incorrectly when changing the frame rate for alembic/abc files and using read from file
- **ID 607417** - 3D Handles inaccessible after decloning nodes
- **ID 611407** - pxr.Usd can now be imported when using Nuke as a Python module.
- **ID 611416** - USG_PLUGINS_PATH environment variable now handles paths containing colons

BlinkScript

- **ID 609371** - The definition of the Blink::ProgramSource copy constructor is missing

CaraVR

- **ID 605666** - C_CameraSolver node fails to match points if some Time nodes, like TimeOffset are upstream of it

Colorspace

- **ID 541715** - Fixed Nuke not loading the saved view transform for some display devices - ACES 1.3
- **ID 585204** - The OCIO Display node's "view" and "display" knobs can reset when the OCIO config is reloaded
- **ID 606354** - Write/OCIODisplay nodes fail to load its ocioview knob if the view does not exist in the first display space's view options
- **ID 613287** - Read node colorspace in exported .nk scripts is now correct when it is set to a Transcode Images task

Deep

- **ID 602094** - Certain expressions can produce "underflow" errors when used in DeepExpression nodes

Documentation

- **ID 606546** - Various links are broken when viewing the Nuke Development Kit reference page online
- **ID 607425** - Renamed 'nuke.removeValidateFilename' function to 'nuke.removeFilenameValidate' in the docs, reflecting the function's real name

Exporting

- **ID 607315** - Adjusting an Export Preset during the "Create Comp Special" process will open the save changes prompt twice

File Formats

- **ID 592045** - Visual artifacts can occur when exporting H264 MOV files from Nuke or Nuke Studio on macOS Apple Silicon hardware

File Import

- **ID 613187** - FileIO is now compatible with Hiero/HieroPlayer

Filters

- **ID 613830** - The Bokeh node crash Nuke when the Focus Region Size is above 200 and the depth channel has higher contrast

Knobs

- **ID 597820** - Nuke crashes when performance heavy calls are running and dynamic knobs are used

MacOS

- **ID 603283** - Visual artifacts can occur when rendering H.264 MOVs from certain scripts on macOS ARM builds of Nuke

Monitor Out

- **ID 614220** - When monitor out is on, undoing annotation brush strokes is now possible.

Node

- **ID 370623** - Calling `node.hasError()` on a node within a Group node will no longer return "True", even when the node has no errors.
- **ID 608550** - Groups can eject their contents into the main Node Graph if the `show_group_view` or `disable_group_view` knobs are expression linked and nodes have been saved in a particular order

Node Graph

- **ID 610397** - The Keylight node errors and is missing Properties when loading Nuke scripts in Nuke Assist.

Performance

- **ID 503006** - Opening a project with many clips, and scrolling around in the bin, causes Nuke Studio's memory usage to increase

Python

- **ID 608871** - Nuke Studio/Hiero crashes when opening a clip in the Viewer and setting an In/Out point via Python
- **ID 612728** - Fixed crash when using Nuke Studio/Hiero to open a sequence with `hiero.ui.openInTimeline()` multiple times and editing the Sequences on the timeline
- **ID 612843** - Adding an empty TrackItem to a VideoTrack using the Python command `addTrackItem` no longer crashes Nuke Studio/Hiero

Timeline

- **ID 607979** - The Viewer Info Bar timecode stopped updating when modifying a TimeWarp soft effect. This has been fixed.
- **ID 614344** - The animation for transition curves is now preserved when copying them on the timeline.
- **ID 614426** - Nuke Studio no longer crashes on save when the Comp Viewer is a floating panel, and the Sequence Viewer has been closed

Tracker

- **ID 609258** - An extra key at frame 0 is added when a Table_Knob becomes animated

Viewer

- **ID 156669** - The Playhead will go 1 frame past the Out Point/last frame when Playback Mode is set to "Stop"

Windows

- **ID 598448** - Nuke window icon/taskbar icon doesn't appear until selecting node graph - Windows

Known Issues

Rotopaint

- **ID 602761** - Brush stroke points are not updated in the Viewer when translating expressed 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
- **ID 612468** - Nuke crashes when reading an H.264 MOV rendered in Nuke with GOP set to 0.

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 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

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 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. 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>

- 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.

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.

Note: For Nuke 14.1 and earlier, Nuke is supported under Rosetta emulation on Apple silicon hardware. For the latest and most detailed information on GPU acceleration requirements for your specific Nuke version, always refer to the official release notes. From Nuke 17.1 Intel Macs are no longer supported.

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")
```