Release Notes for Nuke and Hiero 17.1v3

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Release Date

05 November 2026

Feature Enhancements

Python

- **NUKE-25165** - Added access to the timeline project custom formats in the Python API with `hiero.core.Project.formats()` and `hiero.core.Project.addFormat()`

Bug Fixes

3D

- **ID 622997** - Projection remains visible after rotating geometry
- **NUKE-25156** - Use of the `presence` knob on supporting shaders (e.g. FillShader, ConstantShader) is not functional.

Colorspace

- **ID 620185** - With some OCIO configs, knobs on the OCIODisplay node can change unexpectedly when rendering multiple Write nodes.

- **NUKE-25174** - Display transform in Viewer doesn't work correctly on launch if OCIO config set with knobDefault

Field

- **NUKE-25301** - Setting the same node to both inputs of FieldMerge causes Nuke to crash
- **NUKE-25676** - A FieldShape node set to Density is handled incorrectly in GeoDeletePoints producing unexpected and inconsistent results.

File Formats

- **NUKE-25121** - An "Unable to run decoder" error occurs when reading some EXRs

Gaussian Splats

- **NUKE-25089** - Some Gaussian Splats look noticeably worse when rendered in 2D with a SplatRender node

LiveGroups

- **NUKE-20606** - LiveGroup nodes disconnect from their inputs when being reloaded

Node Graph

- **NUKE-25303** - Autosave script appears to be empty after reopening

Python

- **ID 613137** - Node.dependencies() returns an empty list on its first call in some scripts in Terminal mode

Soft Effects / Transitions

- **ID 360646** - The TimeWarp Soft Effect does not render all necessary frames when Exporting if Retimes are not applied
- **NUKE-20741** - Nuke Studio/Hiero crashes if a ColorLookup node is pasted into the Timeline while its lut knob is non-default

Timeline

- **NUKE-20865** - Nuke Studio 10-second interface freezes during timeline playback in some remote Linux setups
- **NUKE-21125** - Incorrect OFlow retime values in comps exported from retimed shots with handles, when Collate Shot Timings is enabled

Viewer

- **NUKE-25319** - The Viewer's viewerProcess knob is reset whenever a GSV is adjusted

Known Issues

3D

- **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 619686** - Legacy ReadGeo node is crashing when alembic camera files are added
- **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 622876** - GeoBreakLayer doesn't work with GeoMerge set to duplicate prims in place

- **ID 624228** - Scrubbing the color knob on some GeoLight nodes can cause the output from ScanlineRender2 or SplatRender to get stuck on the wrong color
- **ID 624338** - GeomOp errors are not reported when opening a script
- **ID 624340** - Crash when loading a script with a GeoPython node that calls nuke.message
- **NUKE-21075** - "Used expired 'RenderProduct' prim" when creating 3D Rendering Toolset twice

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 620277** - Annotations are stretched when Sequence has a pixel ratio of 2
- **ID 621851** - Arrow keys to change Annotation tool properties requires Shift modifier

Colorspace

- **NUKE-25578** - The Root's Thumbnails (monitorLut) and MonitorOut (monitorOutLUT) knobs are reset whenever the file is reopened

Compare

- **ID 620315** - Comparing two clips with a pixel ratio of 2 in horizontal mode has overlapping clips
- **ID 622200** - Flip, Flop happens per Buffer instead of per Viewer
- **ID 622294** - Switching Sequences while in CompareVersions doesn't switch both Buffers
- **ID 624675** - Versions Compare does not show B Buffer Border when opening a clip in Timeline View

Contact Sheet

- **ID 624250** - Moving the In and Out points, displays a preview of the current sequence
- **ID 624394** - Enabling Stack View will enter on the same page index that the user is looking at before entering Stack View.

- **ID 624436** - Long expressions/text show in full in the Contact Sheet settings drop down
- **ID 624808** - Contact sheet in tracks mode is out of sync with sequence if we recycle sequence viewer

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 624208** - Channel filters are not applied when set via Python with a Read properties panel open. As a workaround uncheck "Disable Extra Channels" after setting the Filter Masks e.g. *exrReadNode.knob ("disable_extra_channels").setValue(False)*
- **NUKE-25599** - The OpenCL library is required for Nuke to Read/Write MOV files

Gaussian Splats

- **ID 618175** - Attaching GeoViewScene to a node containing a Splat can cause Nuke to crash
- **ID 622273** - GeoPointsToMesh doesn't support splats or normals attributes
- **ID 624754** - SplatRender does not support all camera projection modes in the Camera node
- **NUKE-25579** - The GeoSequencer node does not free up its memory usage during processing or after completion

Hydra

- **ID 624310** - Having two Renderman Hydra delegates in your scene can cause Nuke to crash, even if they are not active at the same time

Hydra 2.0 Rendering

- **ID 624356** - Nuke can crash when using Renderman XPU in GeoRender, with output set to instanceId or elementId
- **ID 624717** - Alpha isn't rendered for Ci output when using Renderman in the GeoRender node.

Monitor Out

- **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

Node Graph

- **NUKE-25175** - Nodes without position information are not autoplaced correctly
- **NUKE-25473** - The Local GPU knob displays "Not available" in GPU accelerated nodes on macOS with multiple gpus.

OpenAssetIO

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

Spreadsheet

- **ID 622229** - Setting a 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)
- Apple has confirmed that macOS Tahoe (26.x) is the final version to support Intel-based Mac machines, with all future macOS releases only supporting Apple silicon.

  To align with this transition, Nuke 17.1 is the last release line to support Intel-based Mac machines. All following releases of Nuke for macOS will only support Apple silicon hardware.

Important: There are two versions of Nuke 17.1 available to download from our website - one without Intel-based Mac support and one with Intel-based Mac support. Make sure to download the correct version.

During this time while the Nuke 17.1 release line continues to support Intel-based Macs, test coverage for these devices will be limited. Our support for Intel-based Macs will be limited to addressing critical stability issues and blockers. We will not be providing ongoing, full-scale feature support or routine maintenance for this platform.

With Nuke 17.1 serving as the final release line to officially support Apple Intel hardware, this is intended to assist with your transition planning as you look toward future hardware upgrades.

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")
```