

What's New in Configura 9.3?

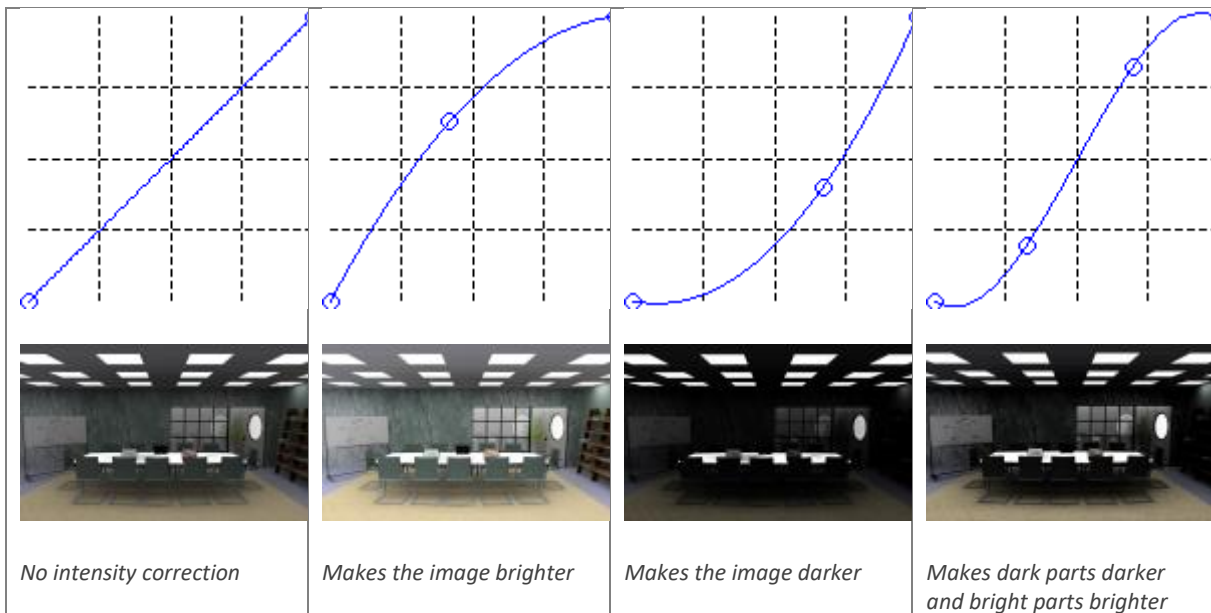
September 25, 2017

3D and Rendering Enhancements

New and Moved Post-Processing Controls

- The tone mapping post-processing effect that could earlier be found in the Render Settings dialog has been moved. **Tone mapping** now resides in the **Render Queue** window and is accompanied by controls for **Intensity correction** and **White balance**. To use any of the post-processing effects, start by selecting a rendered image in the Render Queue window and then move over to the right side where the controls are located. The tone mapping is just toggled on or off, while the intensity correction is of a more interactive nature:

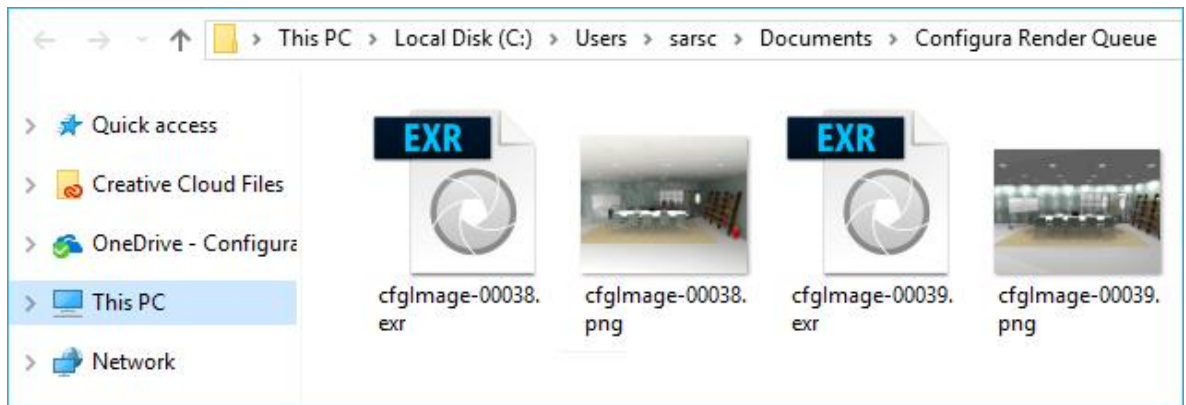
Re-shaping the curve will have different effects on the image. Left click will add new points to the curve (min. 2 points, max. 5 points) while right clicking on a point will remove it. Below are examples of how the curve shape affects the images:



Adjusting the white balance will change the color balance in your images; making them warmer or cooler. The white balance is adjusted by left clicking anywhere along the scale from amber through white to blue, until you are satisfied with the result.

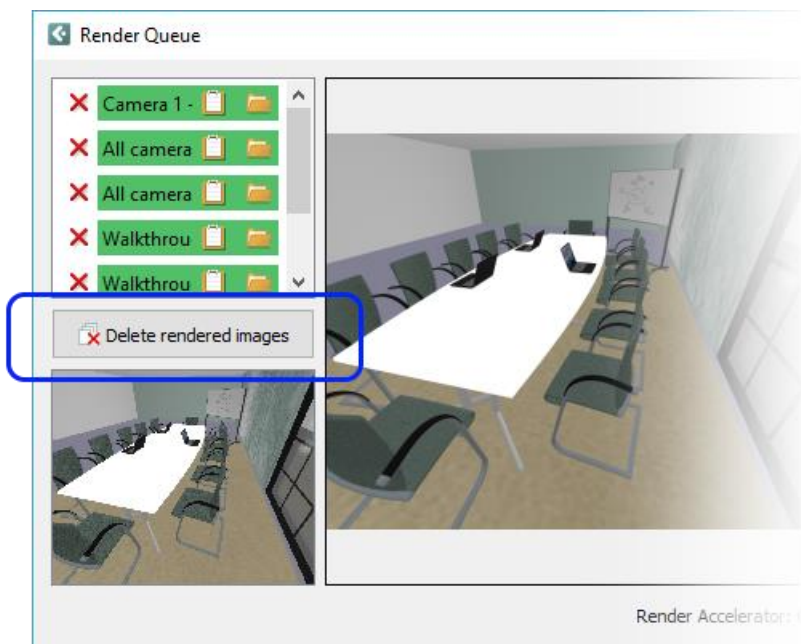
HDR Rendered Images Now Save at Render

- Although Configura has rendered HDR images for some time now, they have not been saved. Saving them is now done automatically. From the **Render Queue** window you can open the folder containing your renderings, where the HDR images are tagged with the new file format .exr. The reason for saving .exr images is to enable editing in photo editing software. Note that your image is also saved in the .png format, just as before, so there will be two images with the same file name but with different file endings. If you have added any post-processing effects, this is reflected in the .png file.



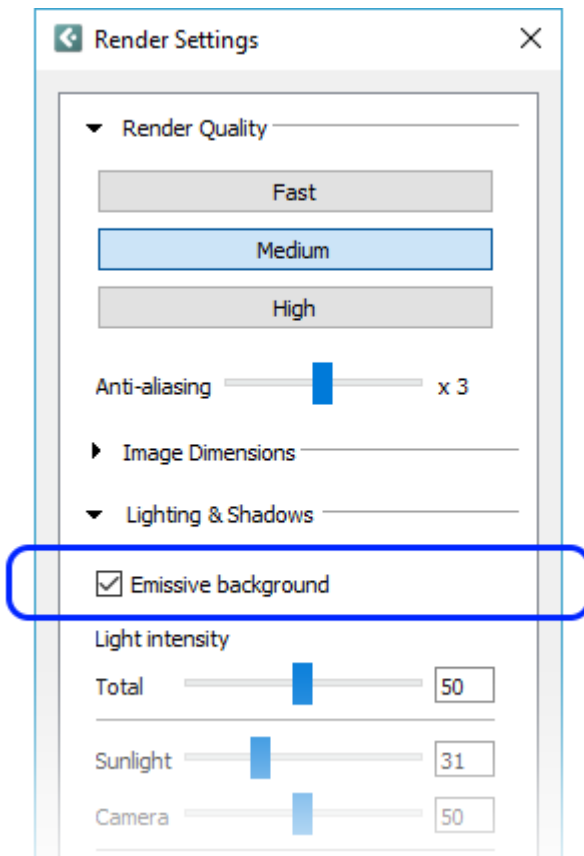
Tool for Removing All Rendered Images

- The Render Queue window now holds a tool that will remove all rendered images. Note that clicking the **Delete rendered images** button will clear the list in the Render Queue window, but also delete all the image files from the containing folder, and that deleted images cannot be restored.



Emissive Background Setting Now Optional in Medium and High Render Quality

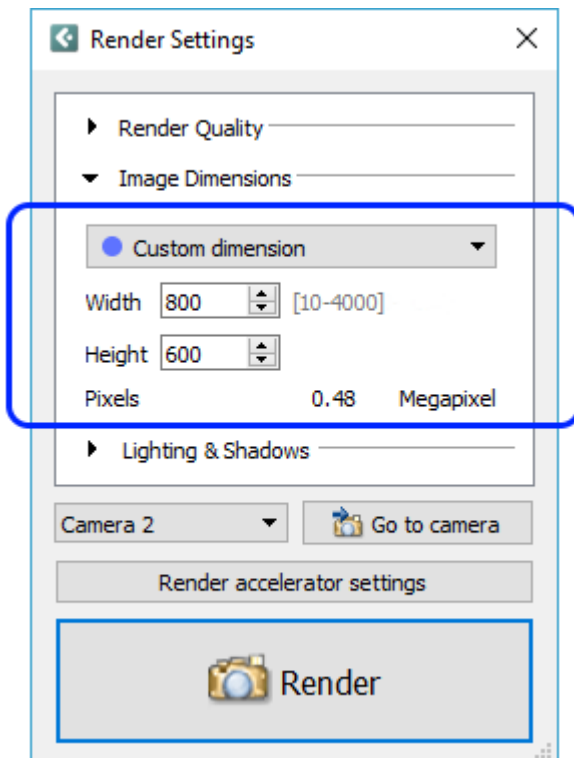
- Selecting either the **Medium** or the **High** render quality in the **Render Settings** dialog now displays an **Emissive background** checkbox in the **Lighting & Shadows** section:



Previously, emissive background was always activated for medium and high quality renderings but is now optional. Leaving this box checked, which is recommended in most cases and the default setting, will add a lot of additional light onto the scene during rendering. This is mostly a good thing that contributes to realistic-looking renderings, but open scenes with very bright colors, textures, and models could render too bright. Therefore, we have made it possible to turn off emissive background. If you are working on a closed room with walls and ceiling, the emissive will have very little or no effect at all. In this situation, you will need to work with other light sources, such as the camera light or the ceiling with integrated lights, to achieve good lighting.

Render Settings now Support Custom Image Dimensions

- We have added a **Custom dimension** option to the **Image Dimensions** section of the **Render Settings** dialog:



Quick Render Improvement

- Thanks to lighting updates, the quick render option **Develop (preview)** now generates really nice looking images too:



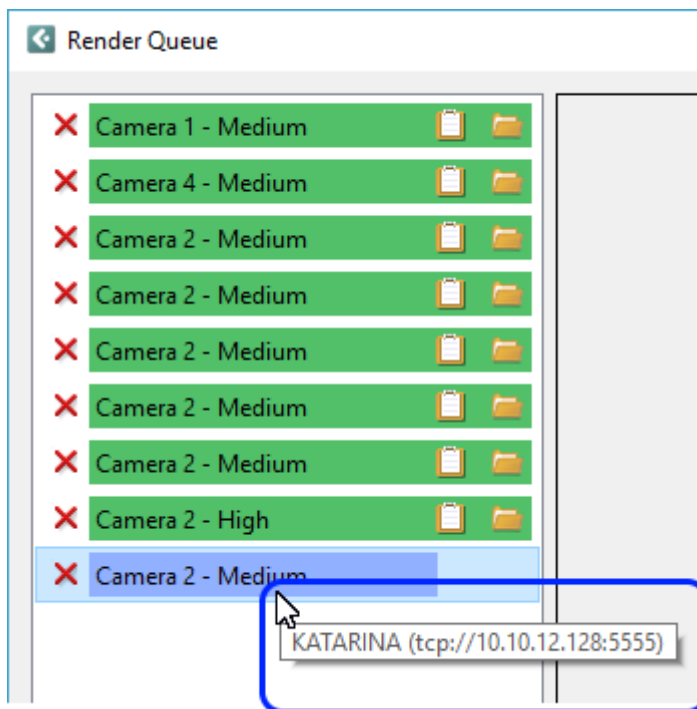
Quick render example



High quality rendering example

Render Accelerator Updates

- In the **Render Queue** window, you can hover with the mouse over a rendering in progress to see which computer is accelerating the rendering:



- It is now possible to restart renderings that for some reason have failed and could not complete.

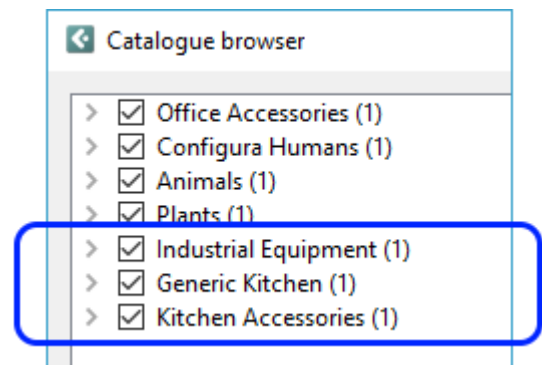
Higher Quality Geometry on Curved Windows and Walls

- Several 3D primitives (mainly curved and elliptical windows and curved walls) now have a higher quality geometry which makes them look better in a Walkthrough or quick render. This action was taken as a step in the Redway migration process.

Updates to Catalogues

- We have added three new accessory Catalogues with items for industrial environments and kitchen areas. By default, they are enabled but can be disabled from the Catalogue Browser:

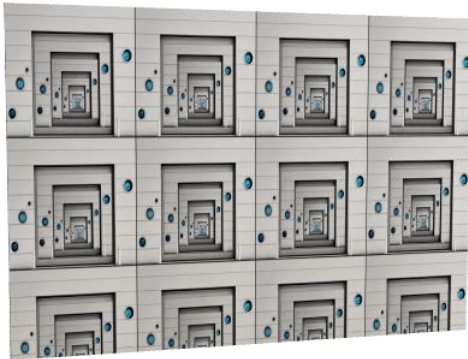
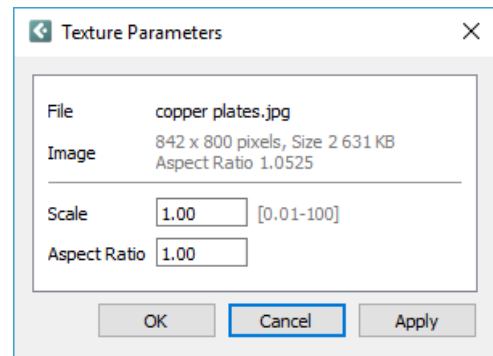
Below is a small selection all the models found in these Catalogues:



- All Catalogue objects now have a scaling slider in their quick properties that lets you scale them up or down in size. Be careful when scaling objects that are snapped together with other objects. Since catalogue objects don't take snapping into account when you change their properties, the end result will probably not look as intended.
- The Catalogue Browser now contains an option for the user to enable/disable Catalogues.

Easier Texture Scaling on Walls

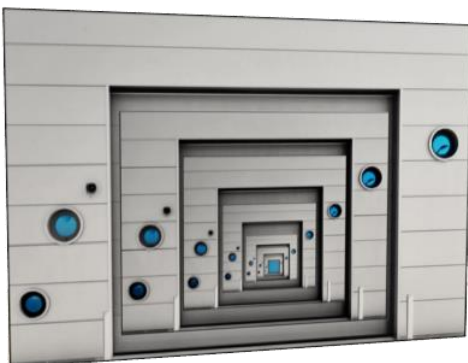
- As a response to user requests, we have worked on making texture scaling on straight walls easier and more straight forward. Therefore, most of the scaling functionality has been removed from the **Texture Parameters** dialog, where only scale and aspect ratio remains:



By default, textures are applied in 1x1 meter tiles on the wall. If the wall in question is 4 meters long and 2.7 meters high, and we keep the default scale of 1, we would get 4 repetitions of the texture along the wall



Setting the scale to 2.7 would give us one repetition along the height of the wall.

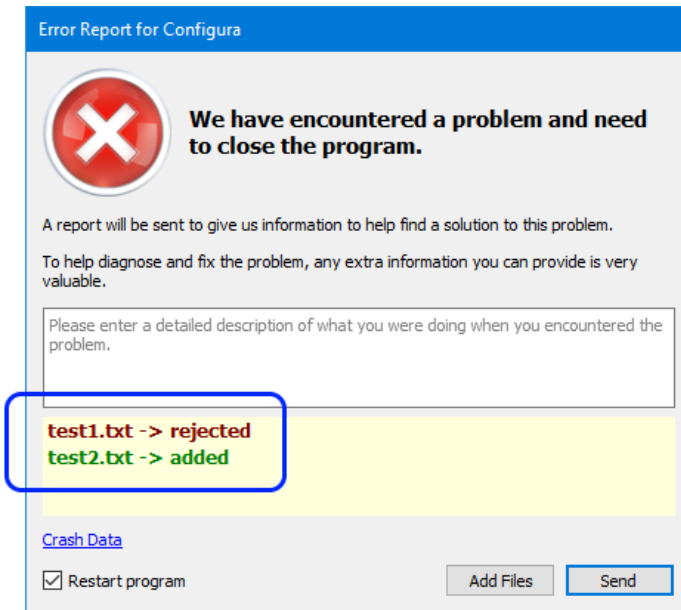


To make the texture fit the entire wall, we'll need to do a bit of counting. Our wall aspect ratio is $4 / 2.7 = 1.48$. Hence, setting the scale to 2.7 and the aspect ratio to 1.48 will make the texture fill the whole wall.

Note: Rectangular textures are also compressed into 1x1 meter tiles and will therefore look distorted. To avoid this and use the full image width to fit the wall, you have to keep the aspect ratio of the texture or image, which is calculated as image width divided by image height.

Miscellaneous

- We have added support for 2018 .dwg files.
- The **Send error reports** dialog now lists additional files.



Bugfixes

- We have fixed the issue where plants in the **Plants** catalogue would cast incorrect shadows, looking as if the leaves were transparent:



Notes

- The 9.3 Configura Core version is the last version with 32-bit support.