

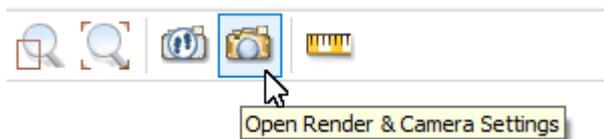
What's New in Configura 9.5?

October 2018

News and Changes

Fewer Render Options Directly Visible

- Only one camera icon remains in the tool bar: **Open Render & Camera Settings**. It is found next to the Walkthrough icon:



The dialog that opens when you click this button will look different depending on how it was opened:

- No camera selected = opens with the auto camera active.
- Camera selected = opens with the selected camera active.
- Double-clicking a camera in the drawing = opens with that camera active.
- Right-clicking a camera and selecting Render & Camera Settings = opens with that camera active.

Render User Interface Consolidated into one Dialog

- Several dialogs related to camera and rendering have been removed, or merged into one; the Render & Camera Settings dialog.
- When opening the Render & Camera Settings dialog, a progress bar is visible at the bottom of the screen, showing the progress of loading the scene. The progress bar is blue when ongoing and green when complete.
- Hovering with the mouse over an object in the scene will show information about the object such as dimensions or product label.
- Settings for Lighting & Shadows are no longer different due to render quality but now remains the same even if you pick a different render quality.
- The preview in the Render & Camera Settings dialog is a realtime view that will update immediately to show changes that you make to the Lighting & Shadows or Camera. If you, for example, are working with an open scene and change the sun's direction or angle, you will be able to see these changes in the preview.

Auto 3D Tab Removed from the Control Panel

- The auto camera is no longer controlled from the Control Panel but from the Camera Settings in the Render & Camera Settings dialog. Select Auto camera from the dropdown and set the direction.

360° Panorama Option Now Available

- Configura now supports rendering of 360° panorama images.

A 360° panorama image is a series of rendered images collected into one image file. A 360° panorama is used to help present a virtual space, either through a navigable image on a website, or with Virtual Reality tools such as Oculus Rift or Google Cardboard. Your 360° panorama images are rendered in the regular render queue and are found in the same Render Queue folder as your other Configura renderings.

To share your 360 panorama through a MyConfigura Briefcase, simply attach the panorama image to a Briefcase post. Any image ending with .vr.png (or vr.jpg) will automatically be interpreted as a viewable 360° scene, requiring no extra software beyond your web browser.

Post-processing Updates

- Introducing new Filter functionality as a way to quickly edit your renderings.
- New post processing controls for Hue and Saturation have been added.
- New Tone mapping feature, Key, that can be turned off or on. This is a key value used in the tone mapping algorithm. It is on as default, with a value of 1.00, but you can deselect the checkbox and enter a different value.
- It is no longer possible to set a custom reference color for the White balance.

New Material and Color Change Dialog with Improved 3D Materials

- The Material/Color change dialog has a new look and new features, and many of the materials available are enhanced. The updates include:
 - Now possible to use the scroll wheel to zoom in and out in the preview.
 - New icons indicating if a surface's color/material is visible in 2D, 3D, or both.
 - Easier to reset materials on imported 3D objects as they are kept in a specific category.
 - A Material menu on the Texture tab, allowing you to add different effects to the texture you have selected, for example making it look like glass, leather, metal etc.
 - Now possible to select several surfaces to set one color/material.

New Default Materials and 3D Models

- Many of the 3D models in Configura standard have received an overhaul with a new and fresher look as well as improved 3D materials.

Rectangular Ceiling Update

- The component Rectangular ceiling with lights, found on the House Component tab, now supports hiding beams.