

BUNKSPEED RELEASE NOTES:

BUILD 2012.5



FEATURES:

2012.5 and iray 3.0 REQUIRE AN NVIDIA VIDEO CARD DRIVER UPDATE THAT SUPPORTS CUDA 4.2 OR NEWER. THE DRIVER RANGE IS 296.XX OR NEWER. You can updated your video card driver here: <http://www.nvidia.com/Download/index.aspx?lang=en-us>

- iray 3.0 including support for Kepler based Nvidia Graphic Cards
- Metallic Flakes - Now available in all products within the Metallic Paint material, now add actual flakes into the paint. The flakes are available in both Raster and Raytrace results and are designed to help replicate Metallic Paints and finishes perfectly.
- Round Edges - We have added the ability to add a radius (rounded edge) onto hard edged parts. This helps pick up a highlight on edges that otherwise wouldn't and helps create more realistic images. The round corners setting creates an illusion of "rounded edges" at render time. This feature is intended to speed up modeling, where things like a table tops need not be created with actual filleted or chamfered edges.
- Motion Blur - You can now set camera shutter speed. When combined with animated objects or cameras, generates scientifically accurate motion blur in realtime or on your final images or animations. Motion Blur supports Geometry, Cameras and Emissive Lights. *Rendering Motion Blur on heavy geometry will affect render times significantly, however, it will look awesome.* (PRO and DRIVE)
- New Render Passes have been added to further control final images. New supported passes include: Depth Pass for adding depth of field in post, Black Specular Pass for controlling a more realistic specular component, Roughness Pass which retains material roughness settings per part, Ambient Occlusion Pass for generating neutral shadows and an Object Pass to aid in separating your object from the background. (PRO and DRIVE)
- Gamma Correction added to the Camera Post-Process Attributes. (PRO and DRIVE)
- Brightness added to the Camera Post-Process Attributes. (PRO and DRIVE)
- All Camera Post-Processing options now apply to Raster rendering as well. (PRO and DRIVE)
- Ability to move and adjust the pivot precisely via a matrix in the part properties under the Model tab in the palette.
- Real-Time Turntable which allows you to toggle and control an object on a turntable in realtime, including speed, size, soft stop and start through a neat graphic interface and hotkeys. (DRIVE only)
- Ability to put parts, groups and models into a "disabled" state. This will keep them in the project, but not show them in the viewport/render them, even if a "show all" is triggered.
- "Rounded Gumdrops" Added to the Models available under the "Project > Create Model" option. This is an ideal piece of geometry to apply environment maps onto for real-time presentation purposes.
- Camera distance from look-at point on the "Camera Position" overlay is now exposed. (PRO and DRIVE)
- Ground shadow darkness/lightness slider for both raster and raytrace.
- Follow and Aim Follow for Models, Cameras and Lights. This lets you bind any one of the listed assets to another allowing you to have multiple pivot points for a single object.
- Local reflections in raster. This lets you reflect and light a model with other models in the scene. (DRIVE Only)

- Stepless gloss maps for raster. (DRIVE Only)
- Color dropped color and textures loaded as color maps are now automatically gamma adjusted to compensate for your screenspace gamma. Ultimately, this means that colors of textures or color dropped colors are now “correct” in the viewport.
- Ability to change the render size, quality or time for a Queued item in Bunkspeed Queue. (PRO and DRIVE)
- Ability to prioritize queued items in Bunkspeed Queue by moving them “up” or “down”. (PRO and DRIVE)
- A project thumbnail is now sent to the Queue with the job without having to wait until it starts rendering to show a preview. (PRO and DRIVE)
- Procedural box mapping (1px seams) now raytraces.
- Significant improvement to several import types such as IGES, STEP, 3DXML and others.
- New “Look At” without moving the camera position functionality. (Shift + Alt + RMB).
- 3D Studio Max Plugin.
- Solidworks Plugin.
- Added ability to save out a texture used in a material and/or decal to disk.
- Added ability to rename model sets.
- Added ability to export selected as OBJ or FBX instead of just the whole scene.
- Added ability to output animated frames as .hdr.
- Added ability to rename backplates, environments and lights.

IMPROVEMENTS:

- Significant speed improvement to Sun and Sky Environments when rendering.
- “Zippering” artifacts sometimes found in complex shadows or light bounce traps in raytrace is now solved. *Some complexly lit scenes still require high number of passes to resolve.*
- Render Toggle Button improved to accommodate “sliding” from raytrace off to blend to on. It can also be moved directly from raytrace off to on with a single click.
- A “*” placed after the filename on an open project indicates that the project is in need of a save.
- Solid and Thickness parameters are now available for the Plastic material type.
- HDRI is now filtered in raster mode. (Looks smoother and not “blocky”).
- Fixed slow loading of Environments in the local library.
- Added an “Update Now” button to the update notification which automatically shuts down, updates and restarts the product. (Auto-Update (non-corporate) installs only).
- Exposed 4 decimal places (.0000) to the “Scale All” control for Models, Parts and Groups.
- Exposed “show wireframe” in raster options on the part level.
- Major improvements to selection/showing/hiding in the Model Tree.
- Various other UI/Workflow improvements.

KNOWN ISSUES:

- Rendering heavy geometry translating with motion blur is slow. It will be normal to see a significant drop in FPS and extended render times.
- 2012.5 requires CUDA 4.2 support on your Video Card Driver.
- Loading many jobs into Queue (usually over 20 or so) can cause the state of Queue not to update properly. Removing completed jobs or sending few jobs in batches are both workarounds.