

BUNKSPEED RELEASE NOTES:

BUILD 2012.4.0.501



WHATS NEW:

- Auto-Update Backplates and Environments for use with live editing in HDR Light Studio, Photoshop or your favorite image manipulation tool.
- Multiple, simultaneous viewports. (Dual Horizontal, Four Ortho and Four Grid available under View > Multi Viewports).
- Multi-Layer Materials allow you to combine up to four other materials into a single effect.
- Camera based region rendering allows rendering only part of a cameras view.
- Borderless and Tabless Full Screen mode.
- Ability to merge geometry/bif files when they are dragged and dropped into an existing scene.
- Background color and grid are now a per environment setting, not a global setting.
- Ability to copy/paste environment settings from one environment to another.
- Height and Width ratio for decals is now a lockable.
- Bunkspeed baked lighting with both vertex and texture based applications. (Drive only)
- New Pro/E and CREO Plugin compatibility.

IMPROVEMENTS:

- Antialiasing restored to background renderings.
- Hiding/Showing environments consistency is now resolved.
- Selection color viewport flickering is resolved.
- Significant slow down to texture loading, large environment brightness, and gamma changes is resolved. NOTE: the higher the resolution, the longer a change will take to apply.
- Non 16x9 images sent to the queue no longer have distorted thumbnails.
- Exiting full screen mode now returns your window to its pre-full screen size/location.
- Detaching decals can no longer render the geometry the decal was on invisible.
- Raster ground shadow now accounts for symmetric geometry.
- World axis no longer shows up in snapshots taken when raytracing is turned on.
- Adjusting the port number for local Queue or PowerBoost now get set properly.
- Adjusting the PowerBoost time-out value now modifies the correct parameter.
- Potential crash and file corruption due to adjusting animation blocks is solved.
- Fixed issue with Turntable direction not getting carried through to final render.
- Previous HyperMove/Drive files containing camera sequence animations no longer fail to open.
- Particular material .bmf files could cause an error during save when used in a project which is no longer the case.
- Boost and Queue services now stop and update automatically during auto-update.
- Filename changes are now saved upon save and close in the render dialog.
- Copying an animated material now carries over the "is animated" indicator.
- Fixed behavior of Previous and Next buttons in the built in image viewer.
- Various UI tweaks/optimizations.
- Various minor bug fixes.