



Lumion 2023: Update to 23.1.0 - Release Notes



June 27, 2023

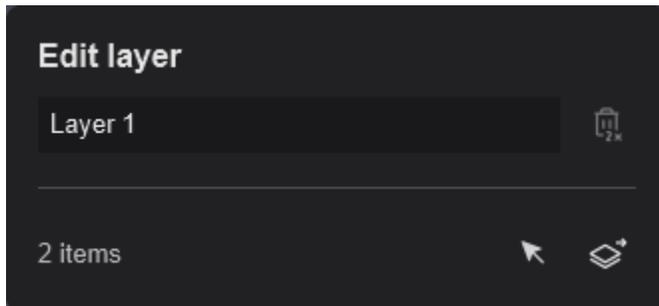
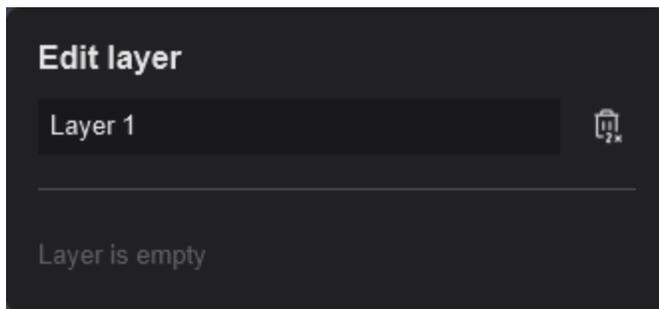
Lumion 2023.1 addresses some usability issues and introduces several new features and improvements.

Important: To install the changes, *Lumion 2023* needs to be updated. Please follow the instructions in the Lumion pop-up window and see the article below for additional information:

1. New functionality:

Build Mode

1.1 Layers and Layer Manager:



Layer management received an overhaul and it has an updated custom interface. The *Layer Manager* is accessible by double-clicking a *Layer* name and has the following features:

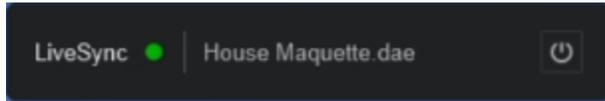
- *Layers* can now be deleted when empty.
- The number of objects in a *Layer* is now displayed.
- New button to select all objects on a *Layer*.
- New button to move all objects on a *Layer* to a different *Layer*.

Note: A minimum of 1 *Layer* is required per given *Project*. The maximum number of *Layers* is 32.

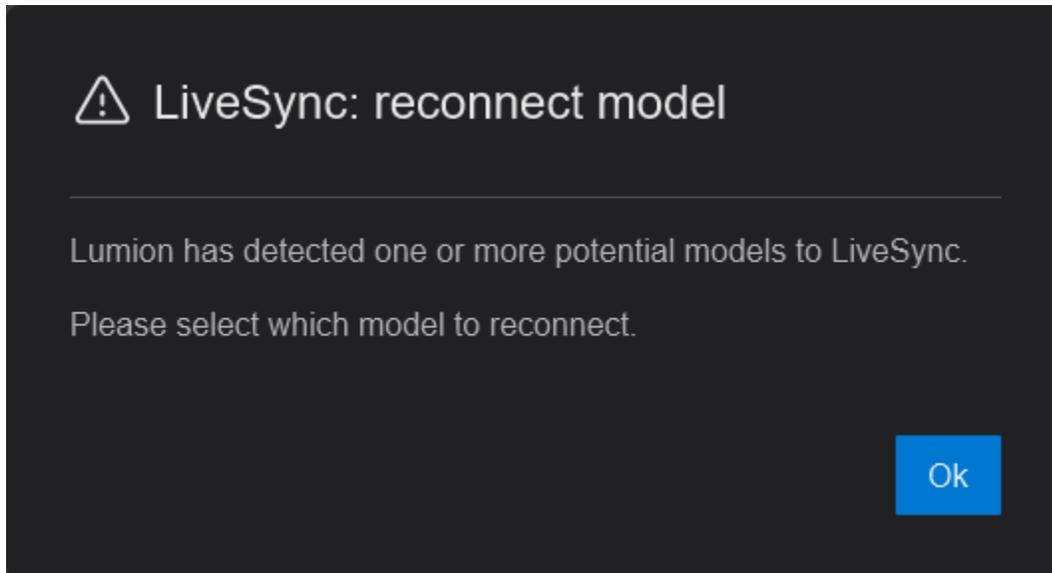
See Also:

- Knowledge Base: [How do Layers work?](#)

1.2: LiveSync Panel:

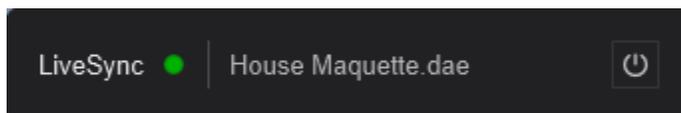


When starting *LiveSync*, a message will be displayed when one or more models are detected in the *Project* as suitable for reconnecting:

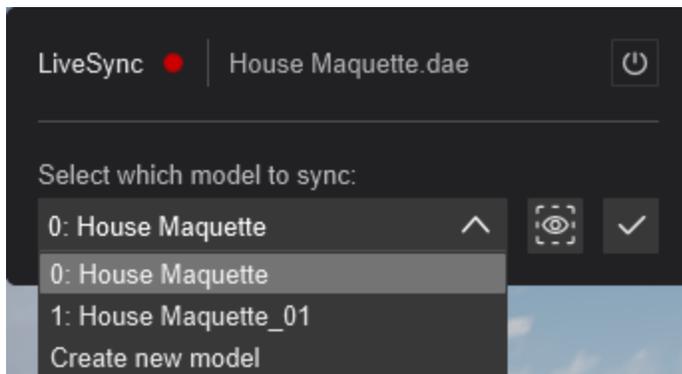
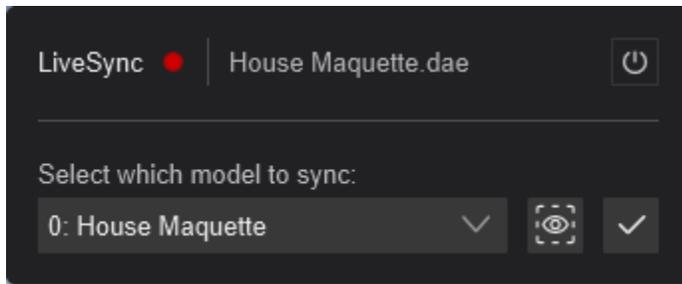


A *Status Panel* is now displayed when a model has been *LiveSynced* during a session allowing for:

- Stopping the connection.
- Seeing if the connection to the 3D modeling software is still active.



- Zooming to the model selected from the dropdown menu.
- Browsing/selecting from the *Imported Models* list for a suitable to sync.
- A duplicate of the currently *Imported Model* can now be created when selecting the *Create new model* option.



See Also:

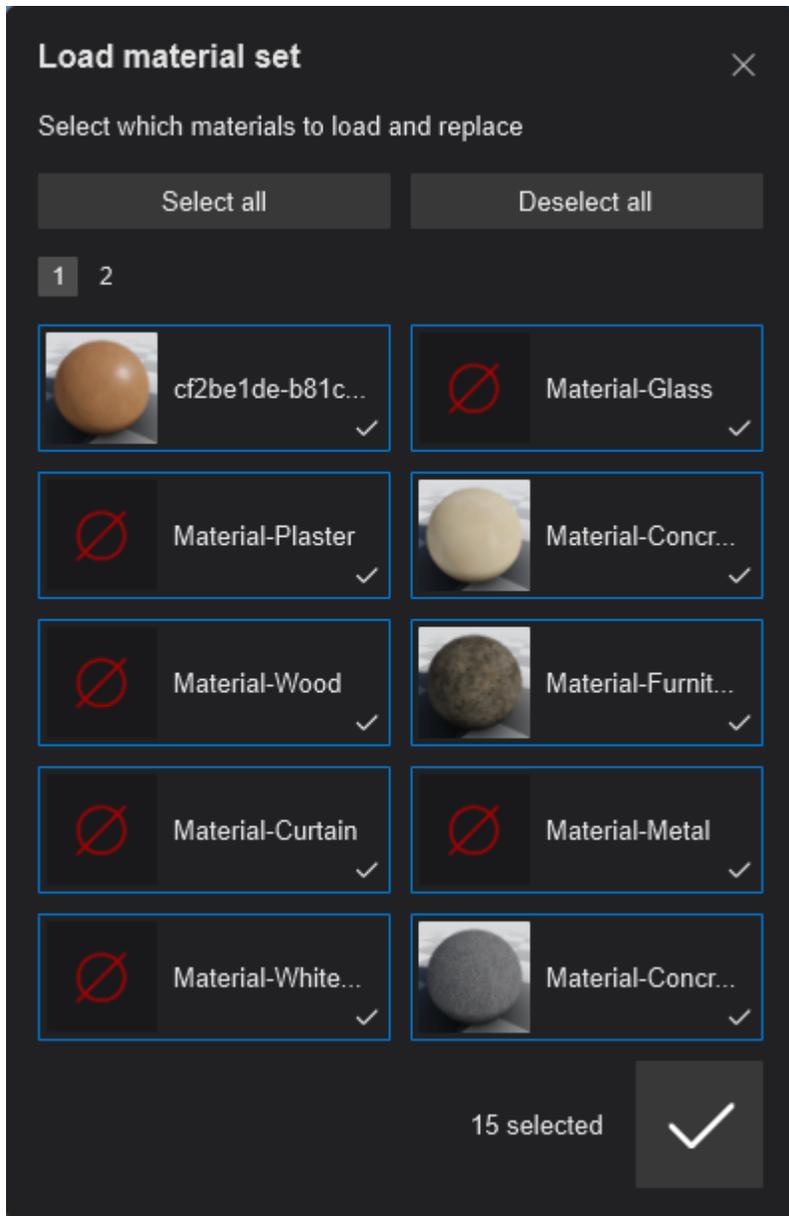
- **Knowledge Base:** [How does LiveSync work with existing imported models in Lumion 2023.1 and newer?](#)

1.3: Materials Sets:

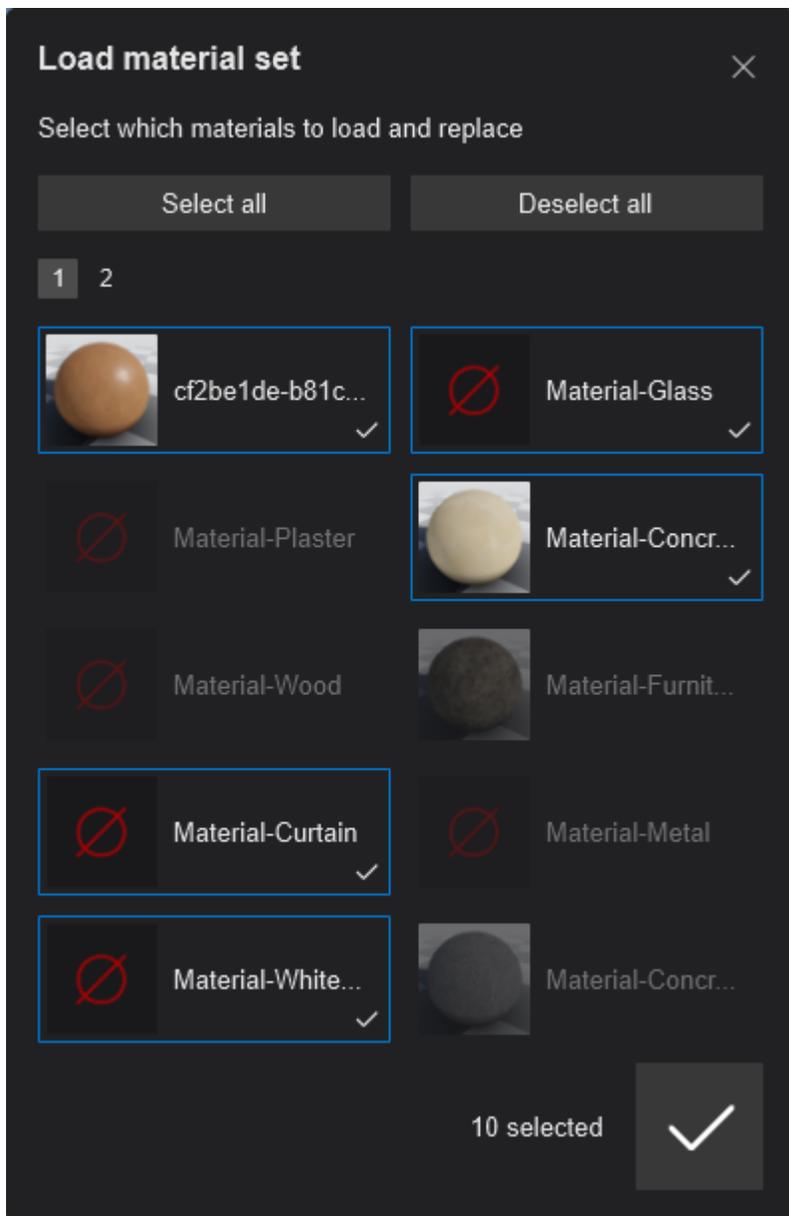
The interface for loading a *Material Set* has been re-introduced in Lumion 2023.1 with added functionality:

1.3.1: New *Load Material Sets* window.

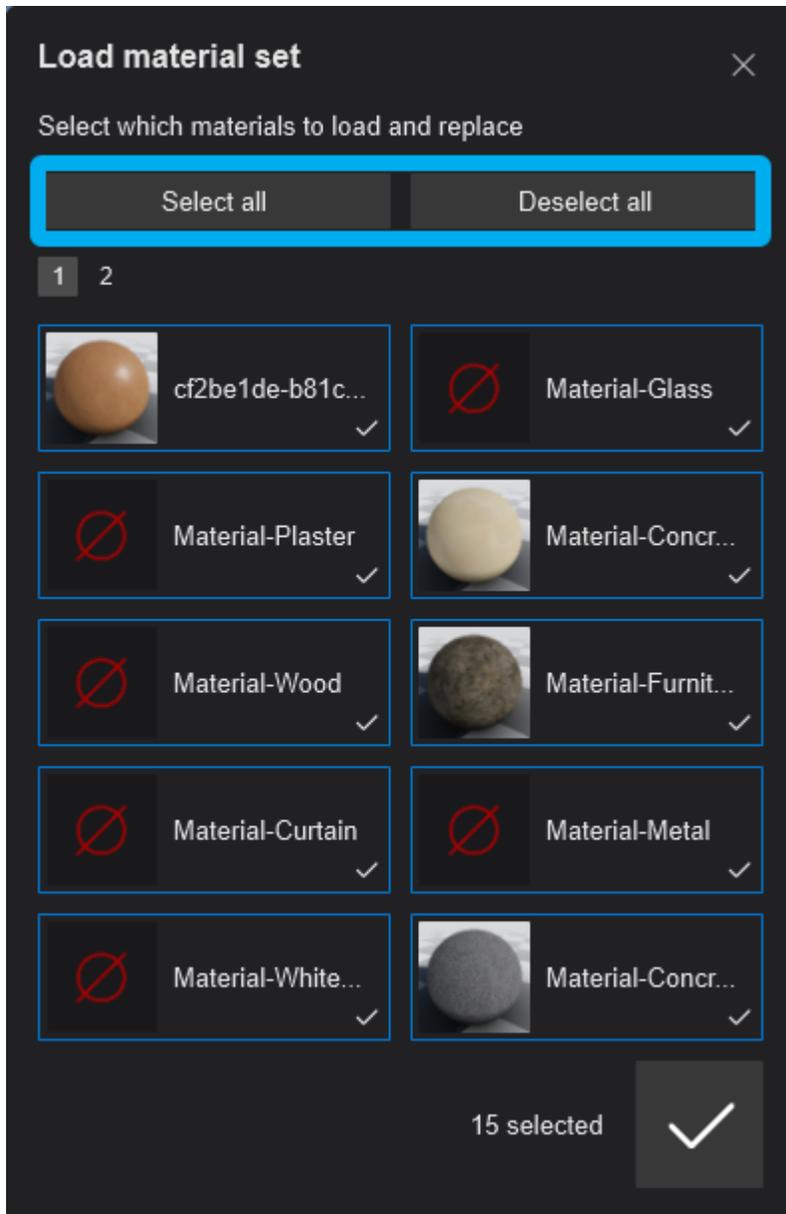
All *Materials* are selected by default when loading a *Material Set* :



1.3.2: *Material* highlighting has been improved to clearly display when selected:



1.3.3: *Select All* and *Deselect All* buttons are included:



There is pagination for more than 10 materials per screen.

See Also:

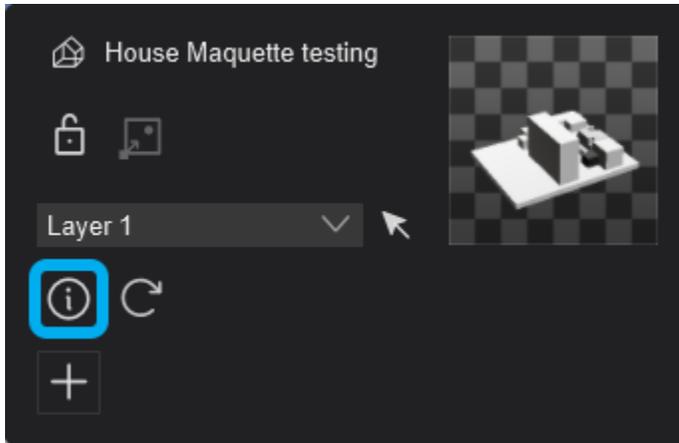
- **Knowledge Base:** [How do you copy, paste, save and load Materials in Lumion 2023?](#)

2. Improvements:

2.1: Build Mode

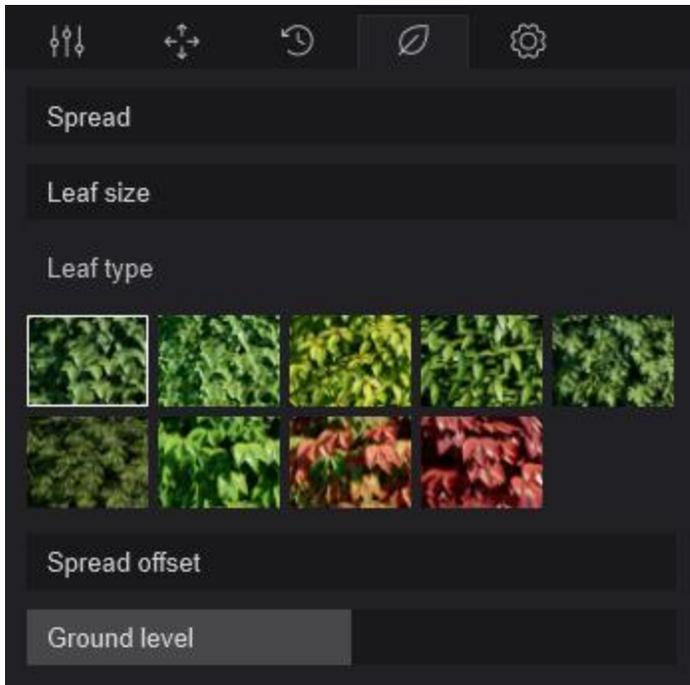
2.1.1: Object Library -> Imported Models:

- UI buttons have been rearranged
- On hover, the (I) button will display the location of the source model:



2.1.2: Materials:

- **Glass Material:** The maximum value of the *Reflectivity Slider* is now set to 200% allowing for more flexibility in the result.
- **Billboard Materials:** slider values of a *Standard Material* applied prior to assigning the *Billboard Material* will be retained if chosen to revert to the *Standard Material*.
- **Standard Materials:** assigning a *Color* or *Normal Map* in an empty *Slot* now automatically sets the slider value to 100%.
- **Standard Material with Foliage:** The *Leaves* are now displayed as thumbnails instead of a slider:



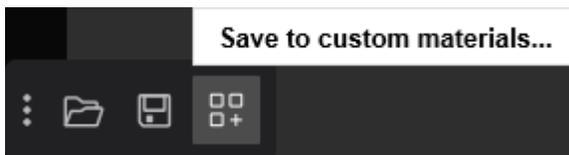
2.1.3: Custom Materials:

The *Custom Materials Library* has been restored to Lumion 2023.1.

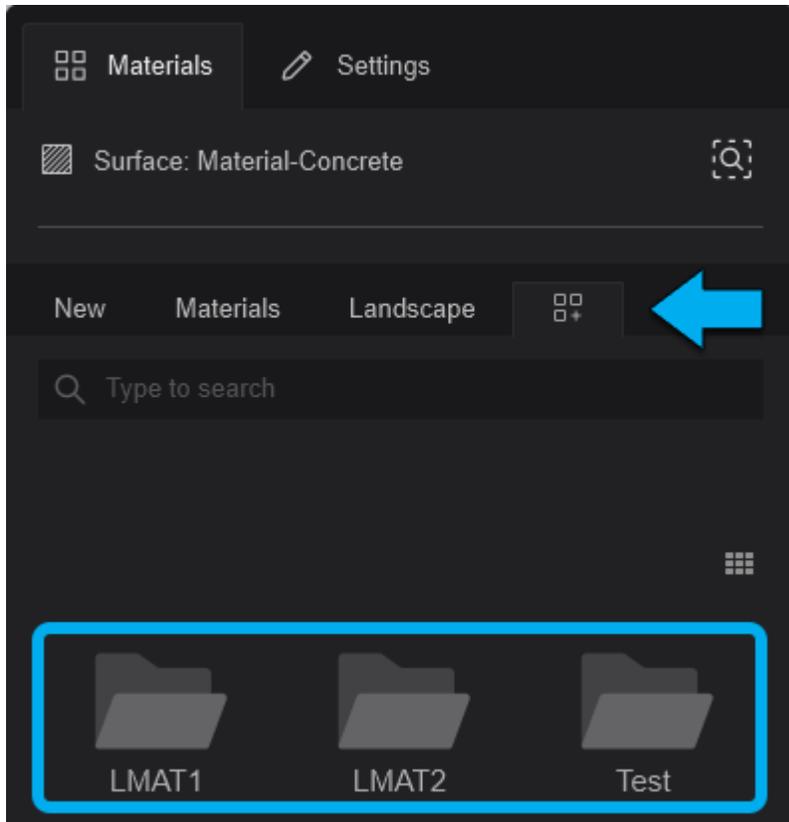
Custom Materials: saved in previous versions of Lumion are now converted at startup when placed in the *Lumion 2023\Library\Materials\Custom* folders.

Also available are *Material Library Folders* that allow for better organization of the saved *Materials*.

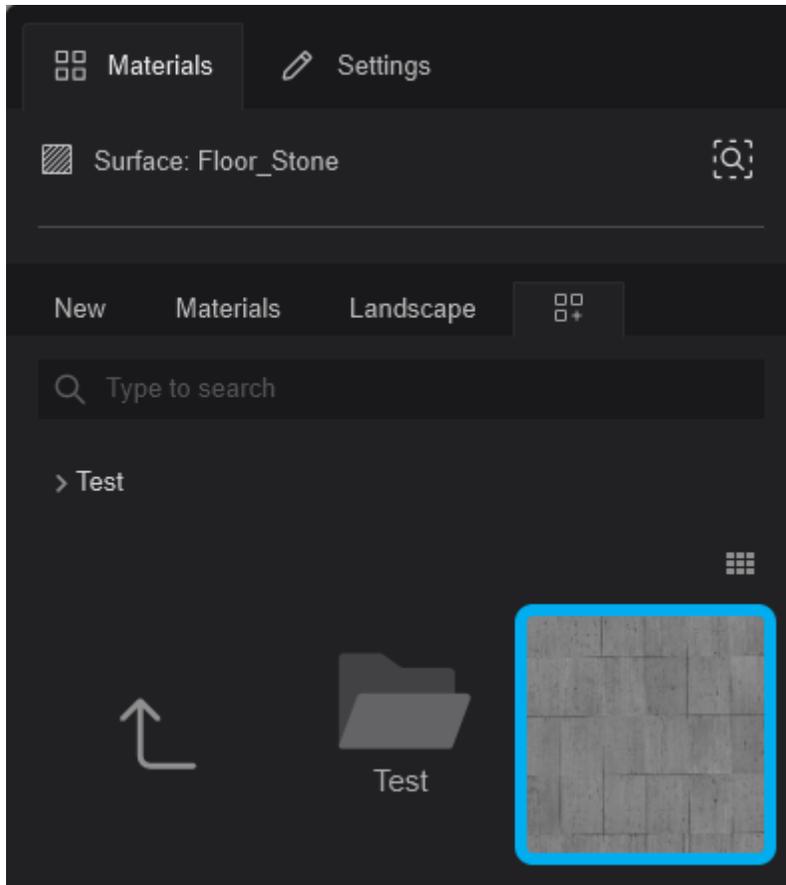
A *Material* can now be saved to the *Custom Material Category* (folder):



Materials can now be organized in folders within the *Custom Material Category* (folder):



Saved *Custom Materials* also display a thumbnail showing their appearance in *Build Mode*:

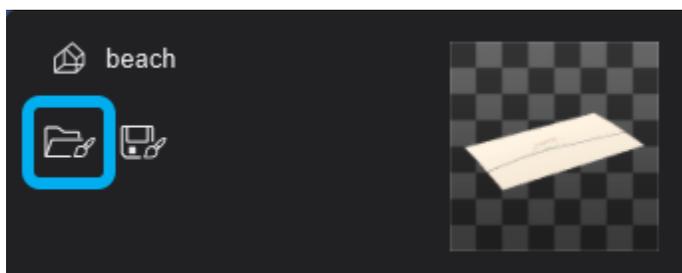


Deleting a *Material's Imported texture* can now be undone by using the '*Restore original imported texture*' button:

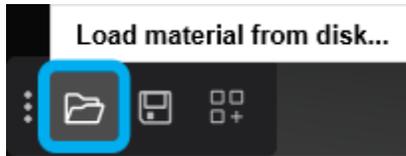


2.1.4: Material conversion

- *Custom Materials* saved in previous versions of Lumion are now converted at startup when placed in the *Documents\Lumion\Library\Materials\Custom* folders.
- *Material Sets* saved in previous versions of Lumion (.MTT format) can now be opened when clicking the *Load Material Set* button and browsing via Windows File Explorer.



- *Materials* saved in previous versions of Lumion (.LNM format) can now be loaded in Lumion 2023.1 via the *Load Material from Disk* button and browsing via Windows File Explorer.



2.1.5: Landscape Mode:

Ocean

- The shading of the *Ocean Surface* has been improved.
- The slider names have been tweaked:
 - *Clearness* : is the inverted value of *Turbidity* .
 - *Water Level* : is now used instead of *Height* .
 - *Scatter color* : replaces the *Surface brightness* .
 - *Translucent color* : replaces the *Water brightness* .



- The *Scatter color* range has been readjusted and converted to percentages to cover 100% to 10000%.
- The *Translucent color* range has been readjusted and converted to percentages to cover 1% to 100%.

2.2: Effects

- Ray Tracing: *Reflections* for surfaces using the *Glass*, *Ocean*, or *Water Material* are now receive *Ray Traced Reflections*. However, that does not yet include the *Materials* themselves.
- Ray Tracing: surfaces with a *Glass Material* assigned now render with correct brightness levels and no longer glow in certain situations.

- *Animated Phasing Effect*: The UI has been updated with a new design to allow for vertical scrolling and reordering while dragging the tracks.
- *Animated Phasing Effect*: The maximum length has been set to 90 seconds.
- *Handheld Camera Effect*: The value of the *Focal Length* displayed in the camera toolbar is now the same as the one in the *Handheld Camera Effect*.
- *Color Correction Effect*: The UI for the *Clipping* buttons has been improved.

2.3: Loading and Saving

- *Merging* -> **.LS12 and older files**: into Lumion 2023 will now result in the correct conversion of the *Imported Models*.
- *Loading* -> **.LS12 and older files**:
 - Resource handling has been improved.
 - Unique *Material* instances are no longer created and are now displayed correctly.

Performance Improvements:

2.3.1: Conversion and Importing:

- VRAM is now flushed at constant intervals to allow for more stable *Project* conversion from previous versions of Lumion.

2.3.2: Material Sets:

- The *Loading/Saving* routine has been heavily optimized when saving to disk and is now much faster.

2.4: LiveSync and Importing:

2.4.1: Imported Model

- File name truncation has been improved.
- Surfaces without embedded textures are now set to *Texture* 50%.
- Surfaces with embedded textures are now set to *Texture* 100%.
- The *Reflectivity* value is now set to 0% on import instead of 30%.

3. Resolved issues:

3.1: Build Mode

3.1.1: Object Library:

- **Groups:** The icon panel has been updated.
- **Groups:** The correct name is now displayed and the last character is no longer removed.
- **Lights:** Are now displayed correctly when using the `Alt+Move` command and the *Gizmo* no longer disappears.
- **Trees:** Are now displayed correctly and are no longer black when placed for the first time during a Lumion session.
- **Billboard Characters:** now cast shadows from both sides.

3.1.2: Place Mode:

- **Snapping:** The *Object Orientation* is now retained after *Scaling*.
- **Mass Placement:** The *Object Placement* now remains on the path when using the *Randomize spacing along line* option.

3.1.3: Select Mode:

- **Box Selection:** will not select *Objects* only when their *Insertion Point* is highlighted.

3.1.4: Other:

- **Clipping Plane Objects:** The available *Layers* in the “What to clip” dropdown list now resets correctly when opening a new *Project*.

3.2: Material Mode:

- **Billboard Material:**
 - Assigning a *Billboard Material* will no longer cause a surface to use its texture.
 - Surfaces now reset to their original *Material* preset values after changing them back from the *Billboard Material*.
 - Surfaces assigned to the *Billboard Material* are now selectable in their original position.
- **Standard Material -> Emissive map:** is no longer offset when setting the *Emissive Slider* to a custom value.
- **Standard Material :** Loading/changing a *Displacement Map* value no longer creates random results.
- **Standard Material :** *Color* is no longer changed when using the Hexadecimal color while selecting a different surface.

- **Materials:** *Materials* previously assigned to an animated *Imported Model* are now reverted as expected when cancelling the assignment.
- **Materials:** More than 100 *Library Materials* now have the *Texture* value set to 100% instead of 50%.
- **Imported Materials:** that were copied and pasted onto another surface during a session are now saved in the *Project* after reload.
- **Copy Material/Paste Material:** A material is no longer missing after loading a *Project* when an *Imported Material* was copied and pasted onto a different surface.

3.3: Photo/Movie/Panorama Mode:

- **Navigation:** Camera controls now reset to their default behavior after switching from *2D View* to *3D View* in the *Orthographic View Effect*.
- **Camera presets:** *Dolly shot* capture button will also apply the current orientation and position of the camera.
- **Thumbnails:** Camera positions are now identical when single-clicking and double-clicking a *Thumbnail*.
- **Movie Mode:** the last selected *Clip position* is now selected when navigating back to *Movie Mode* .

3.3.1: Rendering:

- **Additional Output + Billboard Materials:** The orientation and position of *Billboard Surfaces* (*Billboard Material*, *Billboard Characters*, *2D Characters*) is now rendered as expected with the exception of *Alpha Masks*.
- **Photo Set + Render resolution:** The *Poster Resolution* would become unavailable when rendering a *Photo Set* that had the *Ray Tracing Effect* applied on one of the *Photos* even when unselected for rendering. This has now been fixed.
- **Preview:** The rule of thirds overlay has been adjusted to correctly display for all *Aspect Ratios*.
- **Glass Material:** Surfaces with the *Glass Material* assigned are now culled as expected while rendering a *Clip*.

3.4: Effects:

- **Ray Tracing Effect: Reflections** are now rendered as expected in combination with the *Orthographic view Effect*.
- **Ray Tracing Effect:** Certain *Library Objects* are no longer displayed darker than expected in *Ray Traced Reflections*.
- **Ray Tracing Effect:** Disabled *Light Sources* of *Light Objects* are no longer visible in *Ray Traced Reflections* on surfaces assigned the *Glass* or *Water Material* .

- **Ray Tracing Effect:** Surfaces with the *Glass Material* assigned are now displaying the expected brightness levels when rendered in interior environments.
- **Ray Tracing Effect:** *Opacity Maps* are now affected by shadows when shown in *Ray Traced Reflections*.
- **Color Correction Effect:** When animated, the *Exposure* is now displayed correctly.
- **Orthographic View Effect:** The *Pitch* slider behavior has been reverted for consistency with Lumion 12.5 and earlier versions.
- **Image Overlay Effect:** The *Offset* slider no longer occasionally resets to default when loading a *Project*.
- **Image Overlay Effect:** The overlaid image is now fully displayed when placed next to the border in the final render.
- **Advanced Move Effect:** Adjusting the *Heading*, *Pitch*, and *Bank* values now behaves as expected in combination with the *Follow Object Camera*.
- **Hyperlight Effect:** is now also rendered as expected when calculated for *Emissive* surfaces.

3.5: LiveSync and Importing:

- **LiveSync:**
 - Models no longer lose textures assigned in Lumion when the material is changed in the CAD software.
 - Continuously updating a surface color in SketchUp will no longer make Lumion unresponsive.
 - Saving while the *LiveSync* connection is active will no longer result in missing surfaces for the ones that have *3D Grass/Fur/Foliage Materials* assigned.
- **LiveSync + 3D Grass/Fur/Foliage Materials:** no longer result in missing model triangles.
- **LiveSync + 3D Grass/Fur/Foliage Materials:** Surfaces assigned one of the *3D Grass/Fur/Foliage Materials* now re-tessellate as expected after hiding and unhiding them in the 3D modeling software.
- **LiveSync + 3D Grass Material:** A *LiveSynced* surface now re-tessellates correctly if the surface was hidden and unhidden in the CAD program. Or when a different material was applied to that surface and then the original material was reapplied again in the CAD program.
- **LiveSync + Standard Material with Foliage:** now updates correctly the changes made in the 3D modeling software.
- **Import Model + Import edges/lines:** Importing a file with the *Import edges/lines* toggle **on** no longer causes visual glitches.

Import edges/lines



- **Import Model -> Re-import model:** A model with *3D Grass/ Fur / Foliage Materials* assigned to surfaces no longer results in random crashes.

4. General:

User Interface:

- **On-screen tutorials:** Various improvements.
- **User Interface:** Various UI tweaks.
- **Text:** Various text tweaks.

Miscellaneous:

- **Improved Benchmark reporting:** The *Benchmark* measurements now correctly reflect the system requirements.
- **Error reporting:** Improved error messages.