Lumion 12.5: Release Notes

31 May 2022

Compatibility

- Please note that *Projects* and models saved in version 12.5 **cannot** be opened in older versions of *Lumion*. That also includes versions 12.0, 12.0.1, 12.0.2, 12.3, and 12.3.1.
- Please click on the following link to see how to transfer settings, models, and *Projects* from older versions of *Lumion*:

    o **Knowledge Base:** <u>Lumion 12.5: Everything you need to know</u>

1. Changes & Resolved Errors

1.1: Build Mode:

1.1.1 *Objects* and *Object Library*:

- Switching between *Variations* of the same *Imported Model* now updates the shadows.
- Object *Insertion Points* are now rendered in the correct position when many distant objects are selected.

1.1.2 *Place Mode:*

- Objects added using the *Paint Placement Tool* are now placed on the active *Layer* rather than being placed on *Layer 1*.

1.1.3 *Groups:*

- Grouped objects from the *Effects Category* now maintain their relative position to the *Group's Origin Point* when the *Group* is moved.
- *Edit Group*: selecting one *Object* in a *Group* now only highlights that *Object* and not all *Objects* within the *Group*.

1.1.4 *Layers*:

- The *Layer* tab is more responsive when renaming *Layers.*
- The *Layer* name display has been improved.
- The name of *Hidden Layers* is now displayed when hovering over the *Show/Hide* icon.
- *Layer* names being displayed as numbers: this is now based on the available on-screen space instead of the number of *Layers.*
- *Hidden Layers* no longer become visible when loading a *Project* for the first time in a Lumion session.

1.2: Photo, Movie, and Panorama Modes:

***Photo Mode*, *Movie Mode* & *Panorama Mode*:**

- The *High-Quality Preview* is no longer dark when the *Editor Resolution* is set from 50% (Performance) to 77% (Ultra).
- The *Photo/Movie/Panorama Preview* is now always rendered at the same resolution as selected in the *Settings*.

Movie Mode:

- *Record Clip*: the *FX on/off* toggle button is now fully displayed in all languages available in Lumion. Its label is now *FX* and the *Help Tooltip* will show if the button is On or Off.

Panorama Mode:

- The *Waypoint* icon in Lumion now corresponds with the correct *Panorama* when clicked.
- *Waypoints* are now functional at all *Editor Resolutions*.

1.3: Effects & Styles

- *Landscape Grass* applied on an *Imported Model* is now rendered when the *Reflection Effect* is **Off** and the *Precipitation Effect* is **On**.
- *Advanced Move Effect*: animations no longer loop at the *Clip* length when the *Auto/Use clip length* toggle button is set to **On**.
- *Layer Visibility Effect*: *Layer* states for *Layers 21* to *32* can now be modified after opening a file from Lumion 12.0.2.
- Transparent *Materials* hit by sunlight no longer result in unusually high brightness when rendered in *Print Resolution* with the *Hyperlight Effect* active.

1.4: Materials

- *Material* maps (*Normal* and *Gloss*) that are auto-generated by Lumion are now resized correctly when the texture resolution is larger than 16384 x 16384 pixels and the aspect ratio is non-square.
- *Standard Material*: *MP4 Video Texture* files are now stored only once in the *Documents\Lumion [version]\Miscellaneous\Video Textures* folder.
- While editing *Materials*, Lumion will now display correctly the yellow outline surrounding surfaces where a *Material* has already been assigned.

1.5: Save, load, and recovery functions

- The *Save* button is no longer greyed out after overwriting a *Project* file using *Save As...*

1.6: Importing and Exporting

- **Add *Variation*:** *Variations* to *Imported Models* added while in *Material Mode* no longer get discarded or replaced *Materials*.
- A red screen is no longer displayed when starting Lumion via *Livesync* with *Camera synchronization* set to **Off**.
- When Lumion becomes the active window, the *Field of View* is reverted to its original value instead of retaining the 3D modeling software camera data.
- *Planar Reflections* are now displayed as expected when added to *Imported Models* that originate from SketchUp.
- Hidden surfaces from SketchUp should no longer be visible when importing the '.SKP' file to Lumion.

- Various fixes for geometry normals.

1.7: Miscellaneous

- Switching from *Settings* to *Photo* or *Panorama Modes* after a fresh start of Lumion no longer creates display issues for the camera.

User Interface:

- Mouse interactions with the user interface are more responsive and no longer sluggish in heavy *Projects* or *Projects* with low framerates.
- Japanese 2-byte characters no longer disappear when naming images.
- Various UI improvements.

Lumion 12.3: Release Notes

1 March 2022

Compatibility

- Please note that *Projects* and models saved in version 12.3 **cannot** be opened in older versions of Lumion.
- Please click on the following link to see how to transfer settings, models, and *Projects* from older versions of Lumion:

  o **Knowledge Base:** [Lumion 12.3: Everything you need to know](#)

Features, models, and materials with the asterisk (*) character are only available in **Lumion 12.3 Pro**.

See the full product comparisons here for Lumion 12 (*Compare versions table - Comparison* tab): •

    Lumion website: [Lumion 12.3 Features](#)

1. New Feature Highlights

1.1: *Volumetric Lights Effect**

Available in *Photo*, *Movie*, and *Panorama modes*.

Omnilights are now included in the *Volumetric Lights Effect*. This allows for mixing and matching both types of *Lights* within this *Effect*.

Lumion 12.3 lets you add a gorgeous glow of light to interiors and exteriors with the improved *Volumetric Lights Effect*. This subtle lighting detail only takes a click, infusing spaces with warm, inviting lights. When used with fog, an atmospheric real sky, or precipitation, you can instantly create a stunning result.

- Rendering a foggy, moody night
- Visualizing event lighting
- Create a cinematic effect to delight clients
- Show dust, mist, or steam for interior and exterior shots
- Magnify a sense of volume in spaces

1.2: *Custom Surface Decals**

In Lumion 12.3, you can now import your own surface *Decals* to add a touch of your personality and character to the materials.

Simply import a custom image and place it on any surface, and the image will take on all the traits and texture of the material beneath it.
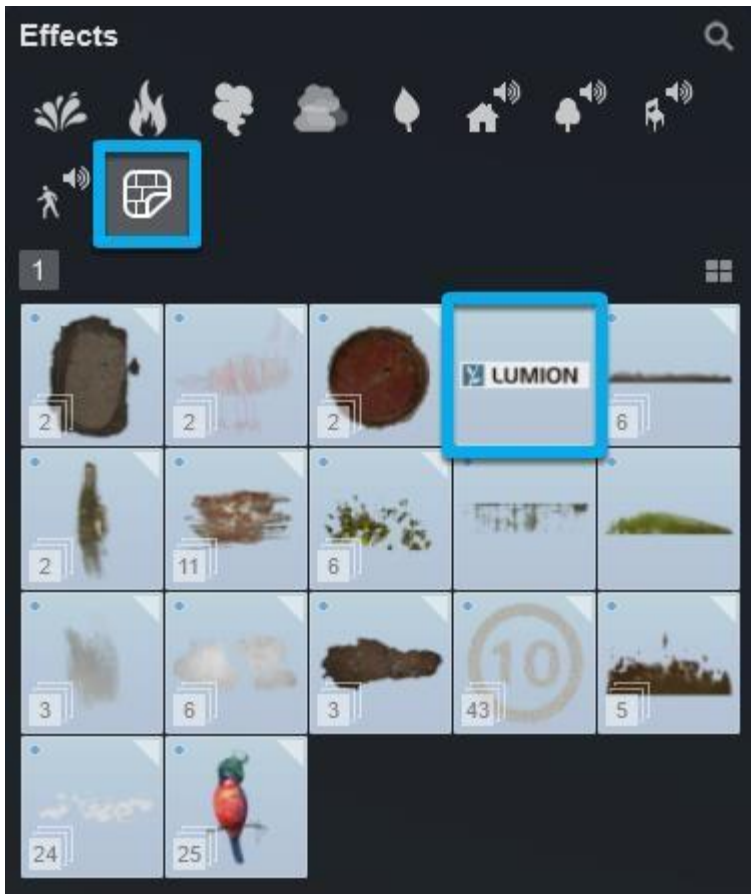
Combine the *Custom Decal* import feature with other Lumion features, such as *Displacement Maps* and *Weathering*, to make your materials even more unique and personalized.
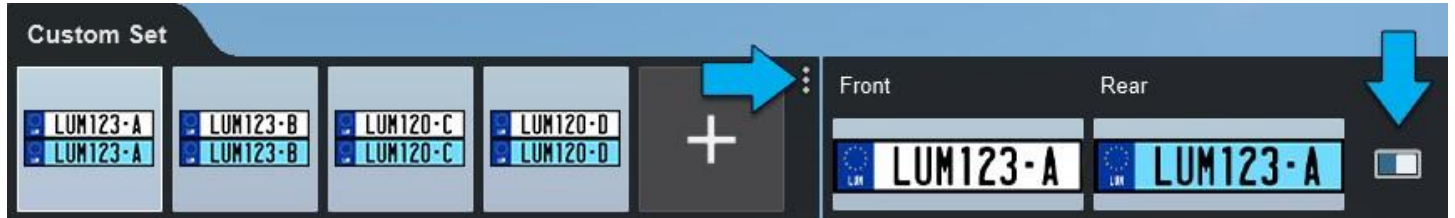
1.3: *Custom License plates*

With this version, you can also load your own *License Plates* for vehicles.

- *Transport Category*: Option to add *Custom License Plates* in this category.

1.3.1 *License Plate Sets* can be created, saved, and loaded in your *Project* containing up to 10 different entries with *Front* and *Rear* customization available:

A dedicated panel is also available that allows for scaling the plates to the desired size:
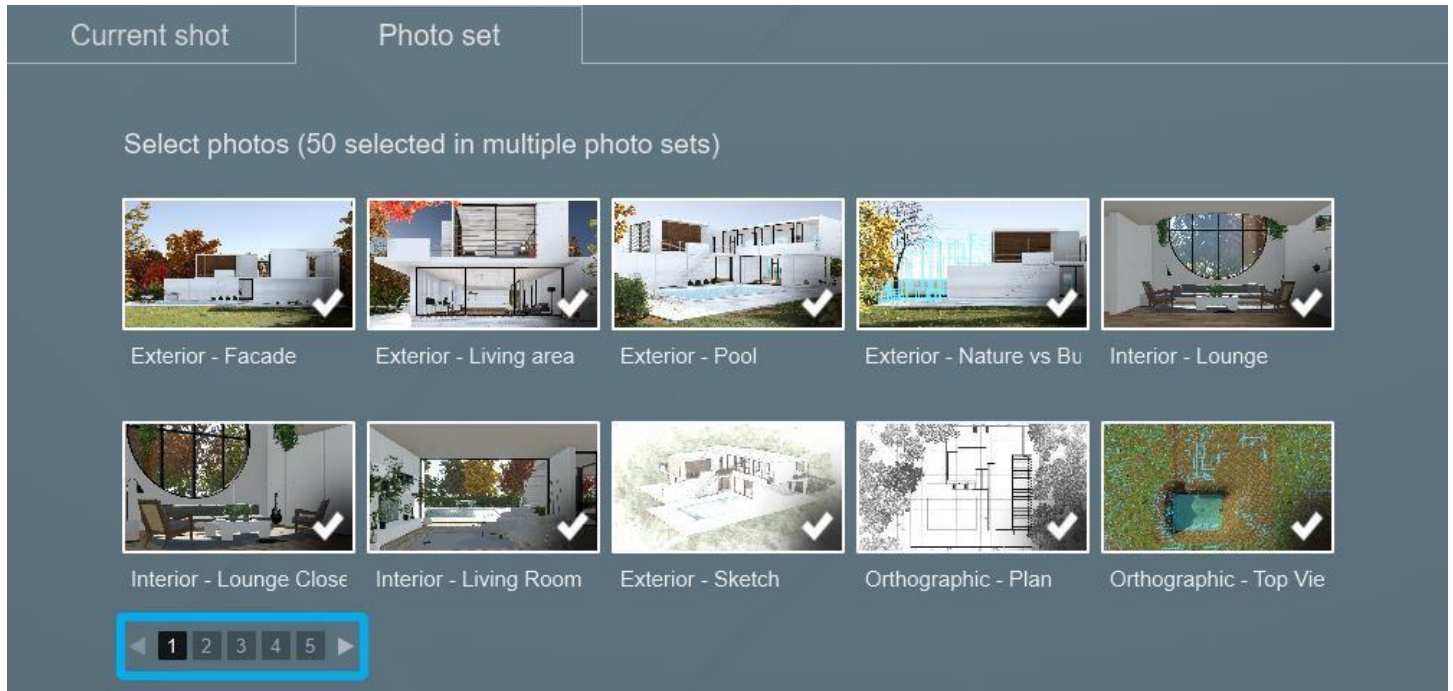
1.3.2 An infobox has been added as a disclaimer regarding the content of the preset *License Plates.*
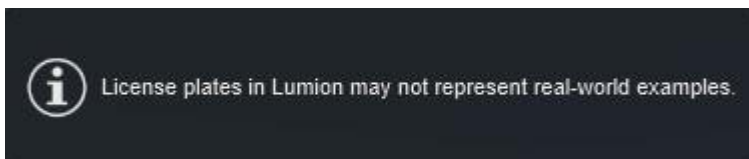
1.4: Render multiple *Photo Sets*

It is now possible to render multiple *Photo Sets* or a selection of *Photos* that belong to different *Photo Sets*. This feature is a workflow boost when a large number of images need to be rendered.

The total number of selected *Photos* for rendering is displayed under the *Photo set* label and excluded *Photos* within a *Set* will appear greyed out. By default, all *Photos* are selected.

# 2. Other Features and Improvements

2.1: *Build Mode*

2.1.1 *Layers*

Lumion 12.3 now features 32 editable *Layers*.

2.1.2 Improved *Object Library* - animated *Nature Library*

Transform landscapes into living experiences with 110 newly animated *Weeds* and other *Nature* objects. These previously static items now move with life, creating the context for more detail-rich, vivid animations.
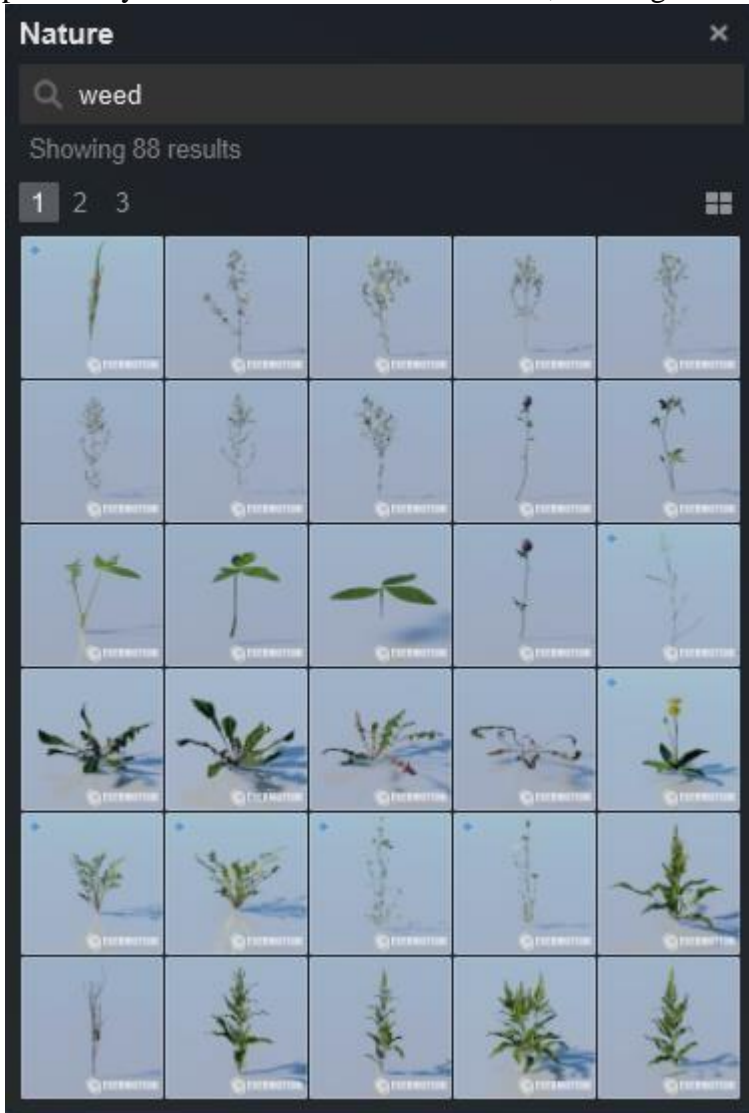
2.2: Importing

- A new importer is now being used for .SKP and .DWG files.

2.3: *Materials*

Standard Material

- *Waxiness* and *Transparency*: the *Waxiness* and *Transparency* sliders can now be tweaked at the same time, instead of just one at a time.

Waxiness 0.0 Transparency 0.2 | Waxiness 0.2 Transparency 0.2 | Waxiness 0.6 Transparency 0.2

2.4: Example *Projects* and Templates

Two new *Example Projects* have been introduced to showcase Lumion features.
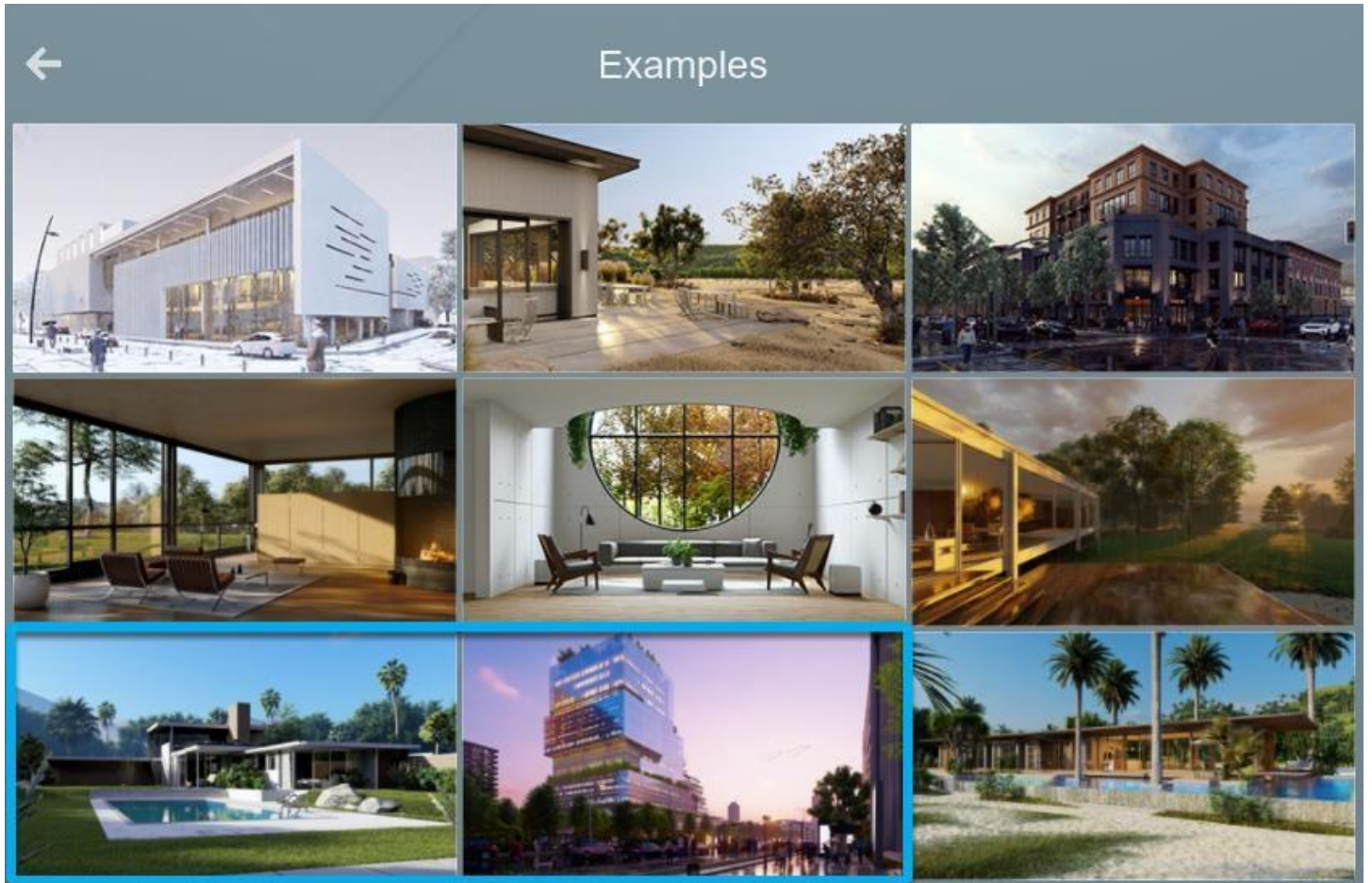

Learn about:

- *Kaufmann House*: o Creating a realistic landscape, atmospheric *Effect Stacks,* and applying *Decals*.
- *Streetscape*:
    - o Setting up an urban scene with animated objects and *Volumetric Lights*.

2.5: Miscellaneous

Drag and Drop

- It is now possible to drag and drop .LS12 files into Lumion to *Load* or *Merge* them in your *Project.* This can be done both in *Build Mode* (*Content Library Mode*) and on the *Welcome Screen* after a *Project* has been loaded.
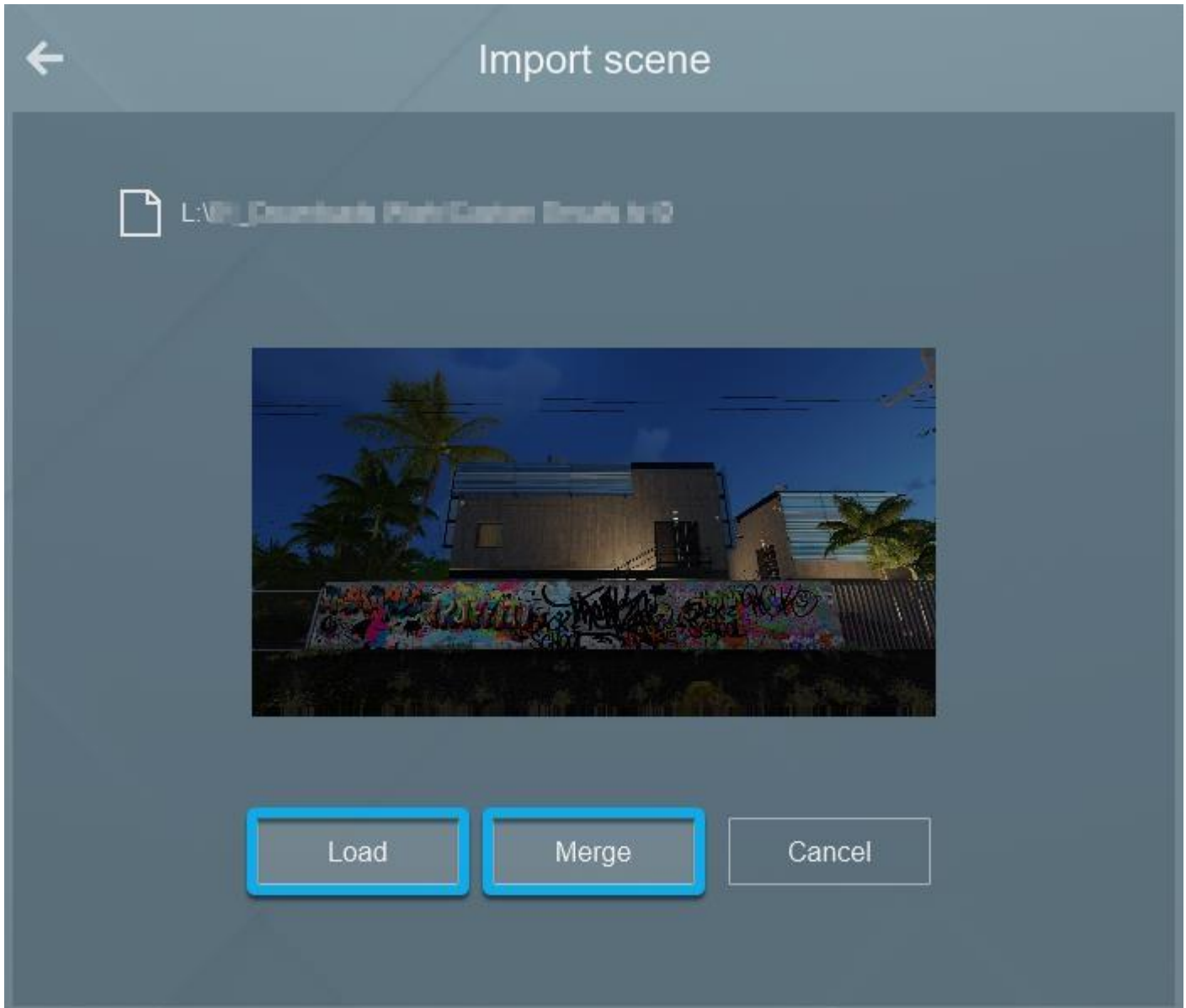
- Models can now also be imported by dragging and dropping them in *Build Mode*.
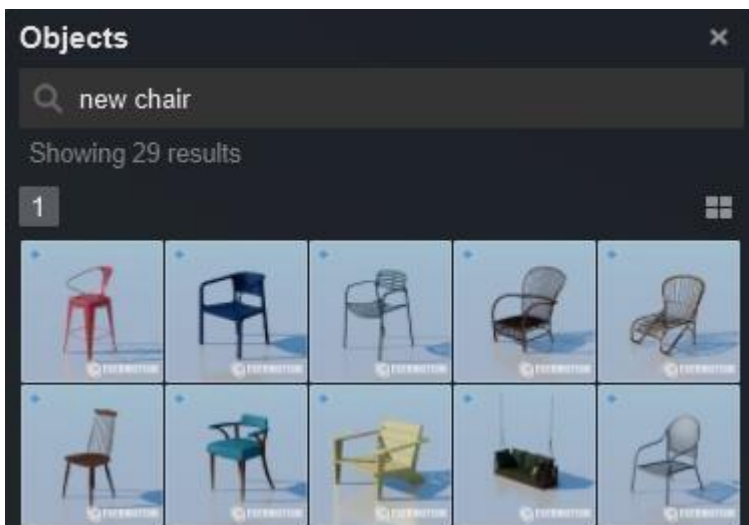
3. Other Changes & Resolved Errors

Build Mode

3.1: *Objects* and *Object Library*:

3.1.1 *Search* **function***:* •   Using two search terms ('new ...') now returns the correct objects instead of skipping the second search term. Example: *new chair*:

3.1.2 *License Plates:*

• The *Front* and *Rear* of the UK *License Plates* now have different colors:

3.1.3 *Object Library:*

- *Effects -> Decals*: Selecting multiple *Decals* with different orientations no longer resets their *Rotation*.
- *Effects -> Fountain Objects*: the *Brightness* slider now works as expected without having to change the color.
- *Utilities -> Landscape Cutter*: The *Control Points* are now displayed only when a single *Landscape Cutter Object* is selected.

- Various *Objects*: Fixed the materials so that the correct shading occurs for some *Objects* in the *Library* that had a broken material.
- Various *Objects*: Fixed the materials so that certain *Objects* no longer have a metallic finish.

- Various *Transport Objects*: The *Show driver* toggle is no longer displayed for *Objects* that do not have a driver.
- Various *Transport Objects*: The *Metallic* slider has been removed for *Objects* that are not affected by it.

3.1.4 *Lights:*

- *Spotlights*: the *Custom IES Profile* names are now displayed correctly and fit the *User Interface*.
- *Area/Line Lights*: modifying the values for *Width, Length,* and *Falloff* when multiple *Area/Line Lights* are selected will now update for the whole selection.

3.1.5 *Layers:*

- Move selected *Object* to *Hidden Layer*: Lumion no longer becomes unresponsive when a selected *Object* is moved to a *Hidden Layer* unless the right mouse button (RMB) is clicked.
- *Hidden Layer* visibility: selecting a *Hidden Layer* in *Build with FX* no longer makes it visible when returning to *Build Mode*.
- *Build with FX*: The *Layer* states from the *Layer Visibility Effect* applied to *Photos*, *Clips*, and *Panoramas* are now respected when entering *Build with FX*.

3.1.6 *Groups:*

- *Group* collision: A *Group* should no longer intersect with an invisible copy of itself when placing it in the *Project*.
- Move *Objects* in *Group*: The *Move Gizmo* has been removed when selecting objects within a *Group* since those objects could not be moved.

- *Group* creation: When creating a *Group*, the `UNDO` action is now reset.
- *Group* editing: `UNDO` actions have been added for *Move, Rotate* and *Scale* during *Group* editing.

3.1.7 *Landscape:*

- *Height*: the position of *Imported Models* on *Hidden Layers* is now updated when changing the *Landscape Height* to keep the same relative distance between the two.
- *Height*: the camera is no longer affected by incorrect collision data after switching from *Landscape Height* to *Movie Mode*.

3.1.8 Other usability improvements:

- *Space Objects Evenly*: this feature now measures accurately the distance between *Objects* from their *Insertion Point*.
- *Replace Selection*: The *Insertion Point* no longer displays a small offset from the real center of the *Object*.
- *Place Item on Nodes*: If no *Object* is selected in the *Library* to place, the `OK` button will not be displayed.

- *Performance Monitor*: *Fine-detail Nature* and *Sound Objects* are now counted by the *Performance Monitor* and displayed under their main Category (*Nature*, respectively *Effects*).
- *Performance Monitor -> FPS counter*: the *FPS* no longer drops considerably when selecting multiple *Objects* within the *Transport Category*.

3.2: *Materials:*

- *Materials -> Standard Material*: when holding `Shift` to adjust the *Transparency* the slider now changes the values rounded at the closest *0.01*.
- *Materials -> Standard Material*: .PNG transparency is now displayed correctly.
- *Materials -> Standard Material*: The *Flip Normal Map Direction* button is displayed after adding the *Material* to the *Custom Materials* list.
- *Materials -> 3D Grass*: The mesh tesselation of the surfaces where the *3D Grass* is applied has been improved for efficiency and to prevent missing mesh triangles.

3.3: Importing and Exporting

- Camera *LiveSync*: Certain models could be rather slow when syncing the camera. This process has now been improved and the camera sync should be much snappier.
- .FBX format: Geometry normals are displayed as expected and no longer flipped for *Objects* that were imported after being mirrored in the original 3D modelling software.
- .OBJ format: *Imported Models* originating from SEMA are now imported at the correct scale (meters).

3.4: *Photo Mode, Movie Mode, Panorama Mode*

- *Emissive Materials* with *Transparency* are rendered correctly in *Print/Poster Resolution.* In previous versions, the *Emissive* value would be ignored.
- *Light Objects* which were previously selected while editing *Effects* (*Global Illumination*, *Animate Light Colors*, and *Volumetric Lights*) no longer remain selected in the *Preview* after the editing is finished.
- *Thumbnails* are no longer black when *Projects* contain *3D Text Objects*.
- *Titles* are no longer display briefly the name of the previously selected position.
- Output extensions: known file extensions on a PC no longer overwrite the extension of the rendered

  Photo/Clip/Panorama. **3.4.1 *Photo Mode***

- *Context Menu*: *Photos* in *Photo Set 2* and higher can now be deleted from the *Context Menu*.
- Entering *Photo Mode*: when *Thumbnail* creation fails, Lumion will skip generating the *Thumbnails*.

3.4.2 *Movie Mode*

- The *'Click inside the preview to update'* message flickering has been addressed and doesn't occur when scrolling through the *Clip Set*.
- *'Image from file'* and *'Movie from file'* have been renamed to *'Clip from image file'*, respectively *'Clip from Movie file'*.

3.5: *Effects & Styles*

- *Orthographic View Effect*: o *Volumetric Lights* are now correctly rendered in orthographic projections.
  - o   In *3D View*, *Horizontal Eye Level* now behaves as intended.
- *Volumetric Lights Effect*: o   The selected lights are now correctly rendered in *Planar Reflections*.
  - o   The selected lights are colorized by the glass when they are placed behind a *PureGlass Material*.
- *Material Highlight Effect*: *2D Characters* and *Character Billboard Objects* no longer mask this *Effect.*
- *Phasing Effect*: The MOUSE WHEEL can now be used to navigate through pages.
- *Global Illumination Effect* and *Reflection Effect*: *Landscape Grass* is now visible when using those two *Effects* at the same time.
- *Layer Visibility Effect*: Visible *Layers* in *Build Mode* no longer get overwritten by the settings of this *Effect*.
- *Mass Move Effect -> Place New Path* button no longer gets stuck when trying to use the *Effect* in a second *Clip*.
- *Precipitation Effect*: o   While enabling *SpeedRay Reflections*, puddles on sloped surfaces no longer create artefacts.
  - o   A black shadow square no longer appears when using this *Effect* together with the *Variation Control Effect*.

3.6: Save, load, and recovery functions

- *3D Grass* in older .LS files: *Projects* containing *3D Grass* which displayed an error ('Out of memory') when loaded in Lumion 12.0.2 and did not load, now open as expected.
- *Merge*: Objects in the *Utilities Category* are no longer counted during this process as they are not merged.

- *Recovery* files: are now automatically discarded when starting Lumion by double-clicking an .LS file.
- *Import Screen*: Long model names are now displayed correctly.

3.7: User Interface

- Various minor interface changes:
  - o
    - ✦ *Volumetric Spotlights Effect*: has been renamed *Volumetric Lights* as it can now also be applied to *OmniLights*.
    - ✦ *Mouse Wheel Up/Down* navigation: is now available in *Movie Mode* when scrolling through *Clips*.
    - ✦ Toast notifications: are also displayed after rendering a *Photo Set* or an *Image Sequence*.
    - ✦ Other minor text and layout of the text changes.

- Translations: Various missing translations have been added.
- Watermark: o in *Build Mode* it no longer scales with the *Editor Resolution.* o has been updated for the *Lumion Trial, Lumion Business Trial* (Pro Trial), and *Lumion Student/Faculty*.

3.8: Miscellaneous

- *Lumion Viewer*: The *High-Quality Preview* no longer gets rendered during playback of a *Movie/Clip*.
- *Example Projects*: Various tweaks to the examples and templates.

From the Team:

Enjoy learning and using Lumion 12.3.