Lumion 2025.0: Release Notes

Introducing Lumion 2025

Designed for the way you create, Lumion Pro 2025 introduces smarter tools, more seamless workflows, and stunning visual results. With real-time design exploration through Lumion View, an effortless transition into Lumion Pro, and expanded ray tracing capabilities, your creative process feels faster and more intuitive than ever.

Streamline your work with powerful additions like the AI image upscaler for sharp 8K renders, an advanced Scene Inspector for managing complex projects, a mirror object tool, ray-traced volumetric effects, and a rich library of new photogrammetric trees and education-themed assets.

Lumion Pro 2025 also delivers significant performance improvements, featuring a new Performance Center for real-time system monitoring and smarter proxy management. Bring your ideas to life with cutting-edge features that move at the speed of your imagination.

Lumion 2025.0: Release Notes

30 April 2025

Compatibility

- **Very Important:** Please note that *Projects* and models saved in version 2025.0 **cannot** be opened in older versions of *Lumion*.

- See this article on **how to get the new version**, and to see how to transfer settings, models, and *Projects* from older versions of *Lumion*:

  - **Knowledge Base:** Lumion 2025.0: Everything you need to know

- **Lumion website**: Lumion 2025.0

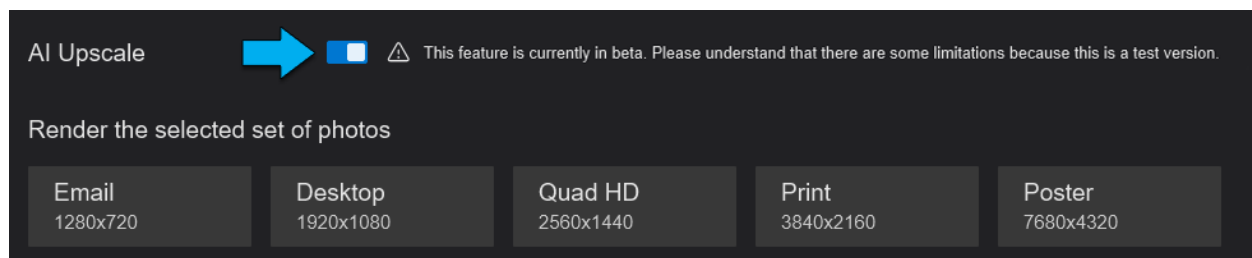**Lumion 2025.0: Main Release**

1. New feature highlights

1.1: AI upscaling

Lumion 2025 brings to the table a new, powerful AI upscaler for Photo Mode that doubles the resolution of images in seconds.

1.1.1 Enabling the feature: can be done via the toggle above the *Photo output resolutions*.

1.1.2 How it works: By selecting an *Output resolution,* Lumion will start rendering an image that is half the size of the desired Photo.
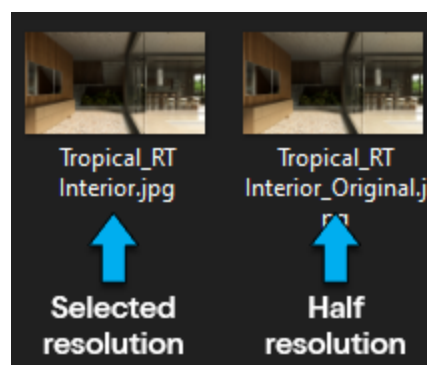
Once the rendering is finished, it will upscale the image to the selected *Resolution* and create two files on disk. The first one, is the rendered image (containing '_Original') and the second one is the upscaled image.

1.1.3 Example: You wish to render a *Ray-traced* image at 8K.

- enable the toggle in Photo Mode for the AI Upscaler

- select the Poster resolution

- Lumion will render a Print resolution image

- the AI Upscaler will generate a *Poster* image

More information is available here:

- **Knowledge Base:** How does the AI Upscaler work in Lumion?

1.2: Ray-traced volumetric (Beta)

High-quality atmospheric renders can now be created using the new RT volumetrics Effect which allows full control over all surfaces and objects that emit light.
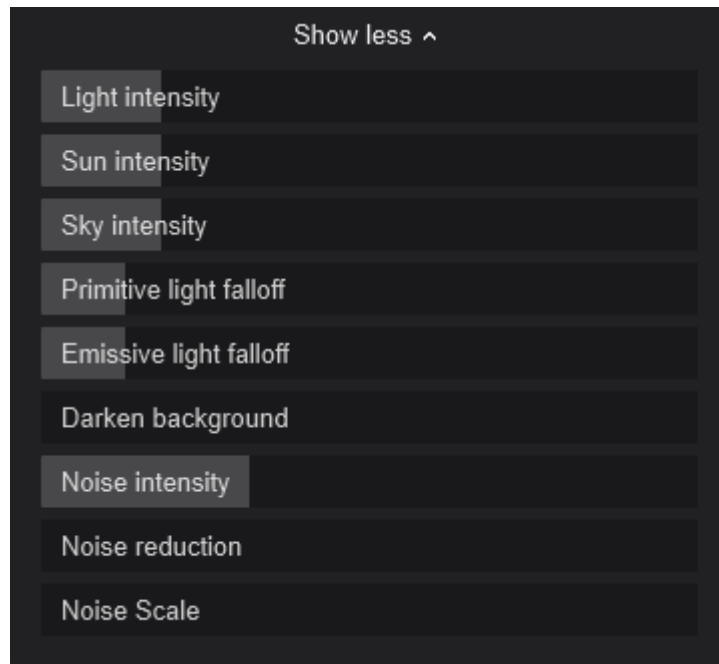
The Effect is placed in the Sky/Weather Category:
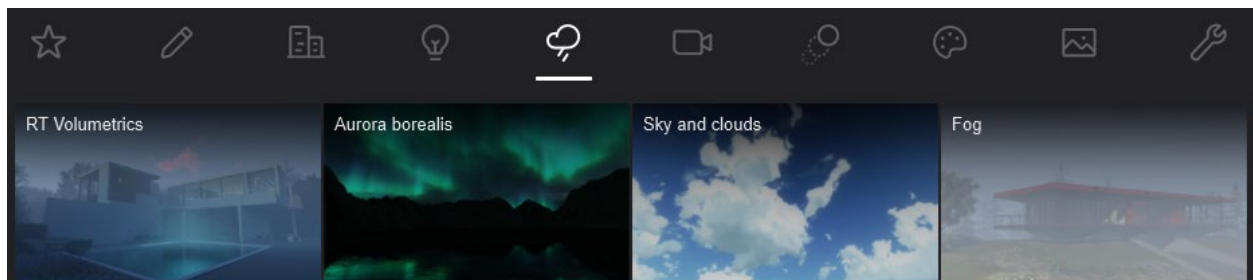
1.2.1 Basic controls: can be used to create a uniform application of fog in the Photo/Clip.
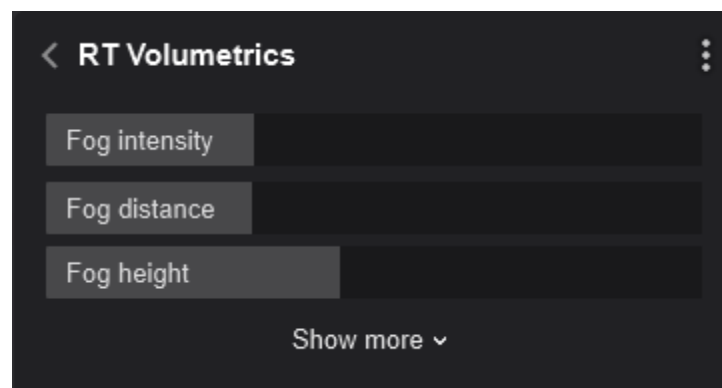
1.2.2 Advanced controls: are displayed by clicking 'Show more' and offer more granular control over the elements that create volumetric lighting.

Show less ^

Light intensity

Sun intensity

Sky intensity

Primitive light falloff

Emissive light falloff

Darken background

Noise intensity

Noise reduction

Noise Scale

—

Select a *Slider name* to see the changes it does to the *Effect*.

A detailed guide on this feature is covered in the article below:

- **Knowledge Base:** How do you use the Raytraced Volumetrics: Fog Effect?

1.3: Ray-traced water

The Water Material has now been converted fully for the ray tracing pipeline to provide a boost of realism.

Ray Traced Water can be enabled through the toggle in the Ray Tracing Effect, resulting in the full integration of reflections and global illumination.
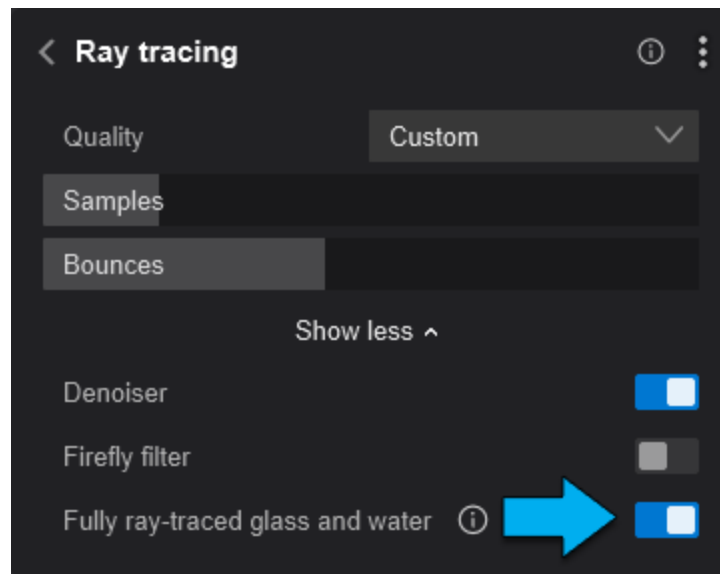
The details on the new *Water Material* for *Ray Tracing* and *Rasterization* is in this article:

- **Knowledge Base:** Water Materials in Lumion 2025 and newer

1.4: Radiance cache

Smoother and more refined lighting is added to the Real-time preview using this technique that stores and reuses computed radiance values rather than recalculating them for every ray.

1.4.1 Benefits:

- faster Preview rendering
- reduction of noise
- improved light transportation through early termination of rays
- better global illumination

1.4.2 Practical application:

This is especially noticeable with the way that lights accumulate over time, resulting in a consistent render over time. The example below shows the same preview in Lumion 2024.4.3 vs Lumion 2025.0.0:

Lumion 2024 - Real-time preview - 8 bounces   Lumion 2025 - Real-time preview - 1 bounce
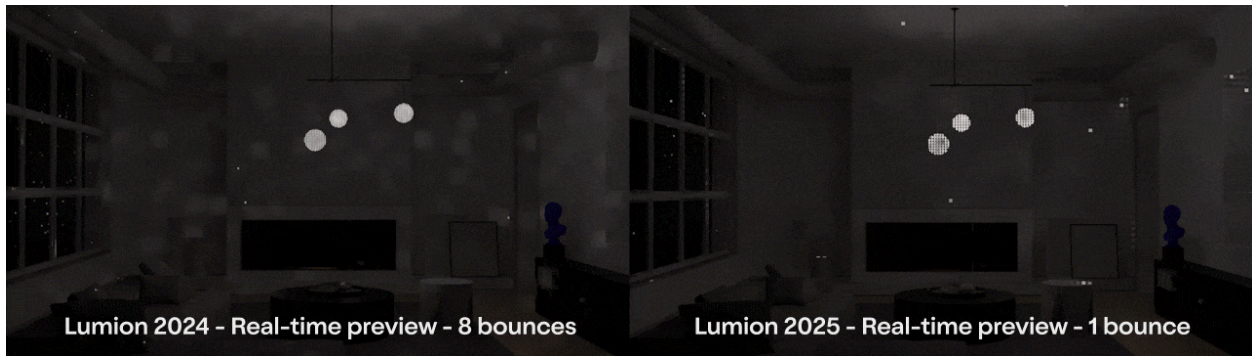
1.5: Lumion View importing

SketchUp PBR maps and Lumion View Material settings are now imported when loading an .SKP file into Lumion. Lights placed using Lumion View are also imported:

SketchUp
PBR material

Lumion View
Lights

Lumion Pro
Material maps & lights
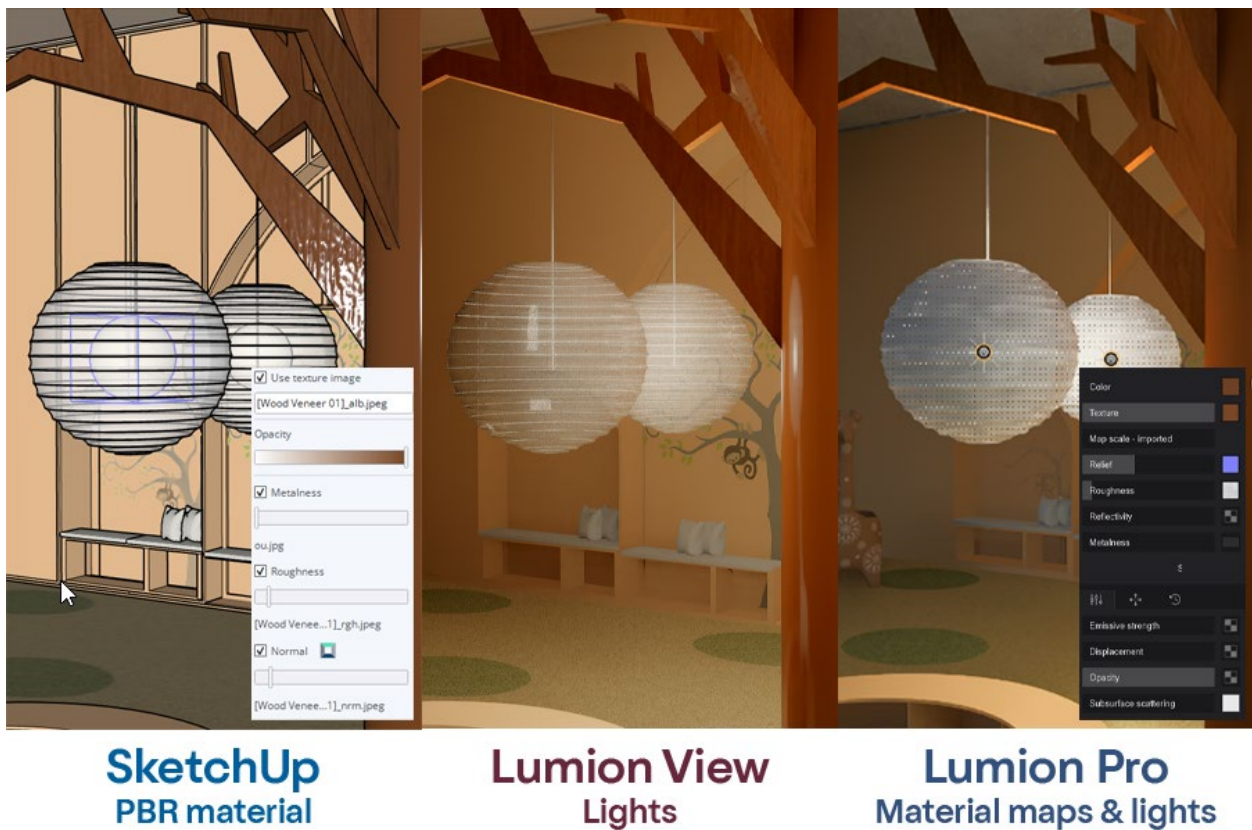
Currently, the feature supports only classic import (via the 'Import model' button). Support for LiveSync import will be added in a later version.
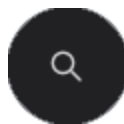
1.6: Scene inspector

Lumion 2025.0 comes with this new workflow enhancing feature, designed to increase productivity by easily locating and managing *Objects* in complex *Projects*.


1.6.1 Availability:

While in Select Mode (available both in Build Mode and Build with FX), click the magnifying glass button at the top-left corner of the interface.
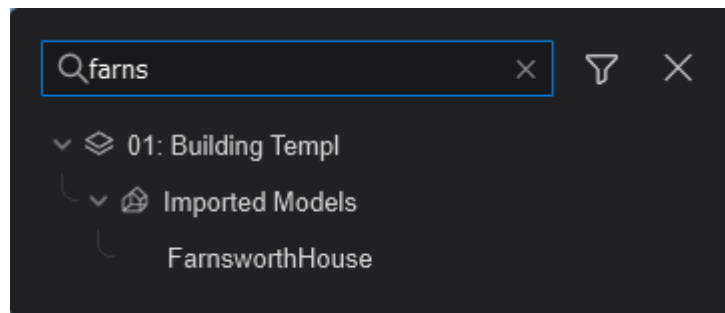

1.6.2 Feature overview:

- **Hierarchy:** Objects are organised by Layer, then Category, then *Type*. As an example, to find an Area Light, you expand the Layer, then the Lights Category, followed by the Area Light type and all Area Lights will be displayed in order.
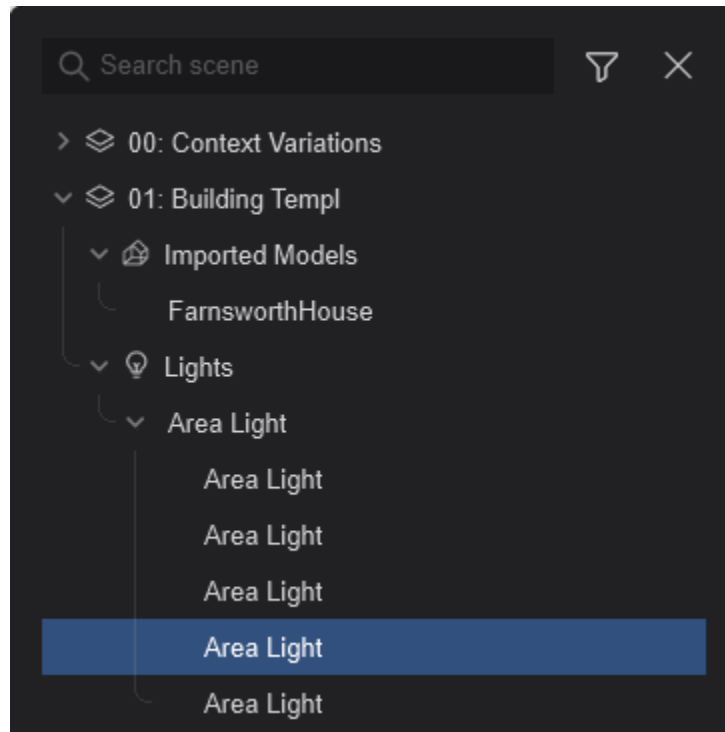
- **Search bar:** Typing the name of a Layer, Object, or Imported Model will display the relevant items

- **Filter panel:** Category filtering can also be applied. An active filter is indicated by the blue dot next to the filter button
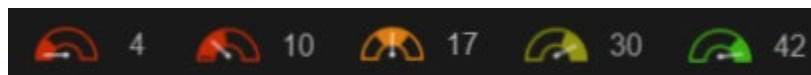
-
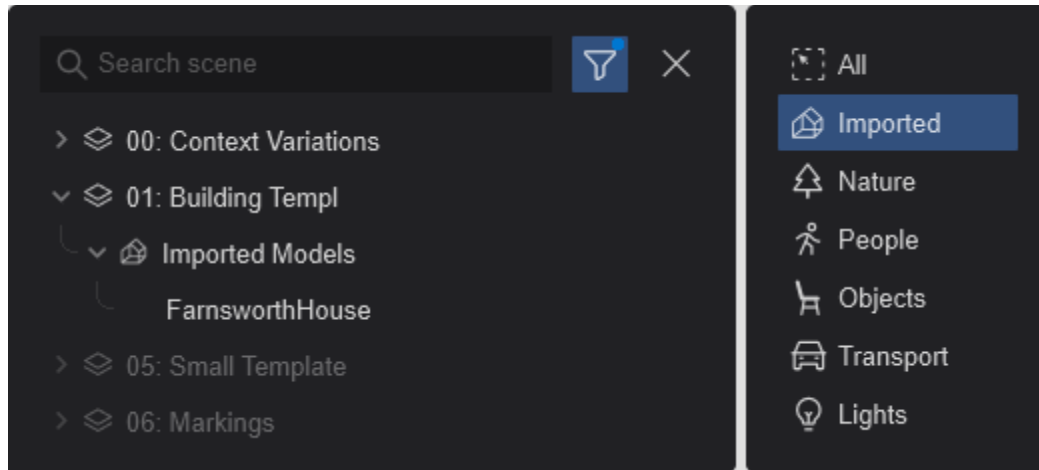
A detailed explanation of the feature is available here:

- **Knowledge Base:** How do you use the Scene Inspector in Lumion 2025?

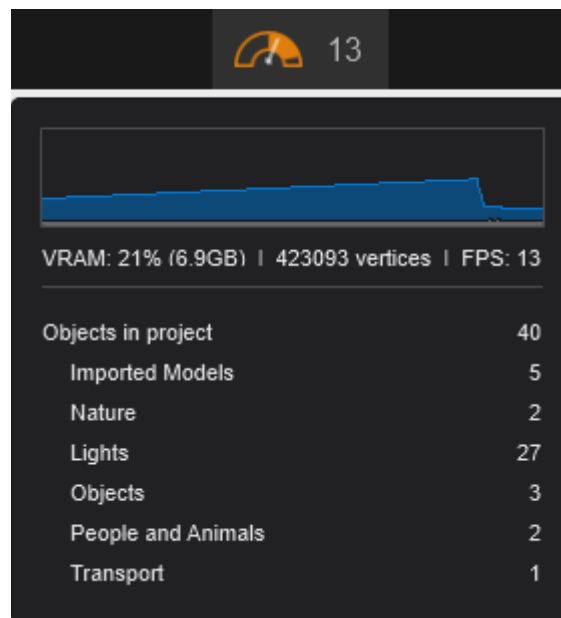### 1.7: Improved performance monitor

1.7.1: The Lumion title bar has been fitted with an improved speedometer that monitors the performance of the *Project* and displays the frames per second (FPS).
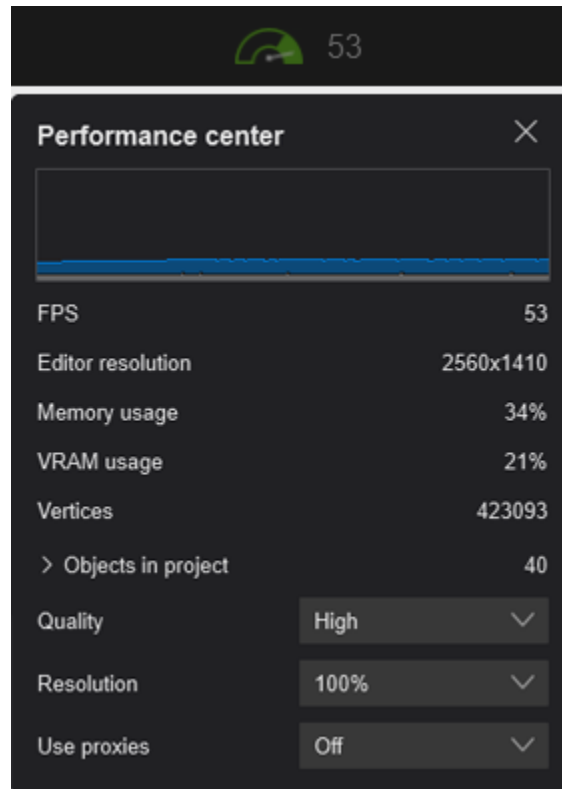

The color changes based on the FPS.

1.7.2: On hover, a detailed *Project* overview is displayed:

1.7.3: On clicking the speedometer, the window is expanded and displays the Editor Settings:

To understand the feature in-detail, visit:

- **Knowledge Base:** How does the Performance Center work?

1.8: Flip/mirror objects

The models in the Transport and Objects Categories are now flippable along their local coordinates. This increases flexibility for placement of furniture items or adding Cars on the correct lanes:

See this article for further details:

- **Knowledge Base:** How can you Flip or Mirror a model?

1.9: User-based login

Lumion 2025 rolls out an easier-to-manage, more secure, and more affordable License type: named-user License. Lumion customers can now log into the product by using the Lumion Account credentials, thus reducing any security risks of communicating the *License Key* in emails.

A full guide on how it works can be found below:

- **Knowledge Base:** Named-user access for Lumion

1.10: Lumion Library content

1.10.1: New Models:

Accurately represent various styles, environments, and contexts in your designs with the new selection of library assets. Choose from 309 new Objects covering the following Categories:

Fine-detail Nature: 68	*Objects:* 124
Special Effects: 8	

See also Section **1.1: Added in 2025.0** and Section **4 4. What is the new content added in Lumion 2025?**:

- **Knowledge Base:** [Which content is available in the Model & Material Libraries in Lumion 2025?](#)

See also the 'New in Lumion' button in this article:

- **Knowledge Base:** [What Models/Objects are in the Lumion Library 2025? Gallery](#)
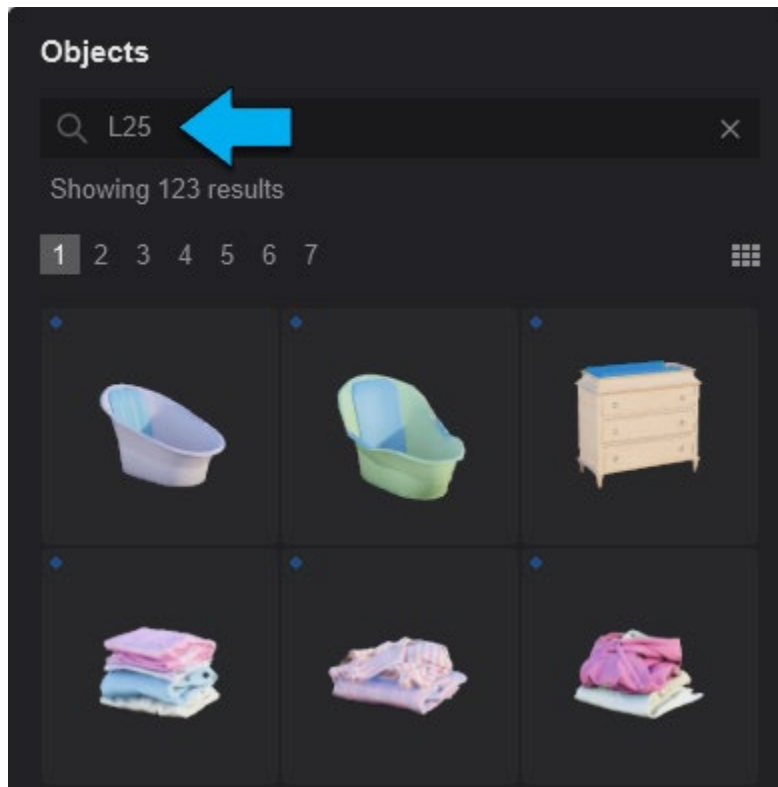

1.10.2: New Materials:

- **14** (various: Assorted, Soil, Metals, Plastics, Stone, Woodland

-

1.10.3: Added content can be searched in the Object Library using the 'L25' or "new" search phrase:

See also Section **2.5.5 Library Search Tags** for the new features (below).

For all options on using the Search features in Lumion 2025 see:

- **Knowledge Base:** [How do you locate/search for models in the Lumion Library?](#)

1.11: Data structure:

The structure of Lumion files has been re-engineered to future-proof the quality of the stored information. As a consequence, this now allows for faster saving/load times and a small improvement in the file sizes.

- **Very Important:** Please note that due to this change, *Projects* and models saved in version 2025.0 **cannot and should not** be opened in older versions of *Lumion*.

2. Other new features & improvements

2.1: *Build Mode* **and** *Object Library*

2.1.1 *Lumion-documents* **folder:** is now assigned per major version of Lumion to prevent compatibility issues.

2.2: *Effects & Styles*

2.2.1 *Animated Phasing*: A series of performance improvements have been added to the Effect, increasing the performance in Lumion and decreasing render times.

2.3: Miscellaneous

2.3.1 Performance settings: Adjusting the performance settings for the Editor quality settings will now adjust the Editor resolution for the Real-time preview while Ray-tracing is on.

- **Knowledge Base:** The new Improved Performance Monitor in Lumion 2025

2.3.2 Material editor performance: Material settings are saved only when clicking 'Apply' to exit the *Material Editor*. As a consequence, the Material Editor should no longer lag when switching between surfaces in a complex *Project*.

2.4: Interface

2.4.1 New title bar: The default Windows title bar has been replaced by a custom design that allows for feature integration such as *User login* and the Performance monitor.

2.4.2 In-product feedback button: The feedback form is now accessible directly from the bottom of the sidebar in Lumion.

- **Knowledge Base:** How does the Custom Program Title Bar work in Lumion 2025 and newer?

2.5: New Example Projects and Templates

2.5.1 *Example Projects:*

Two new Example Projects have been added:

- ***Model gallery:*** featuring TF Rendering.

- **Tropical house:** showcasing the new Styles.
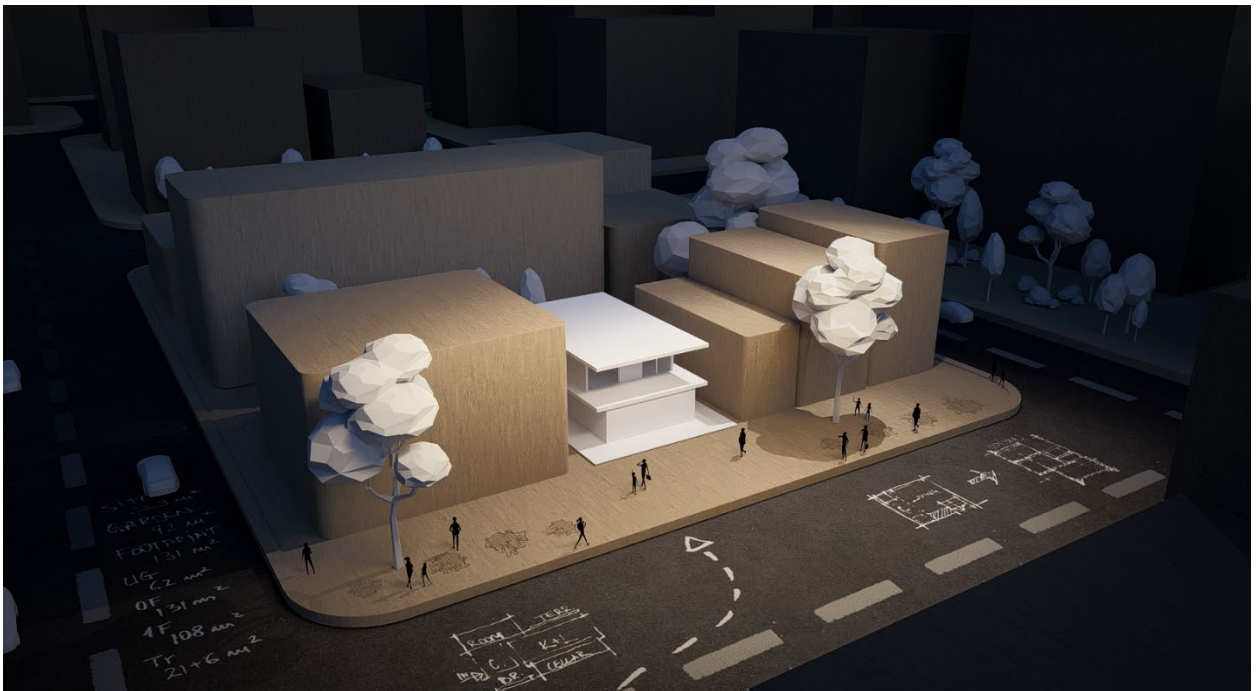
2.5.2 *Templates:*

Two new Templates have been added:

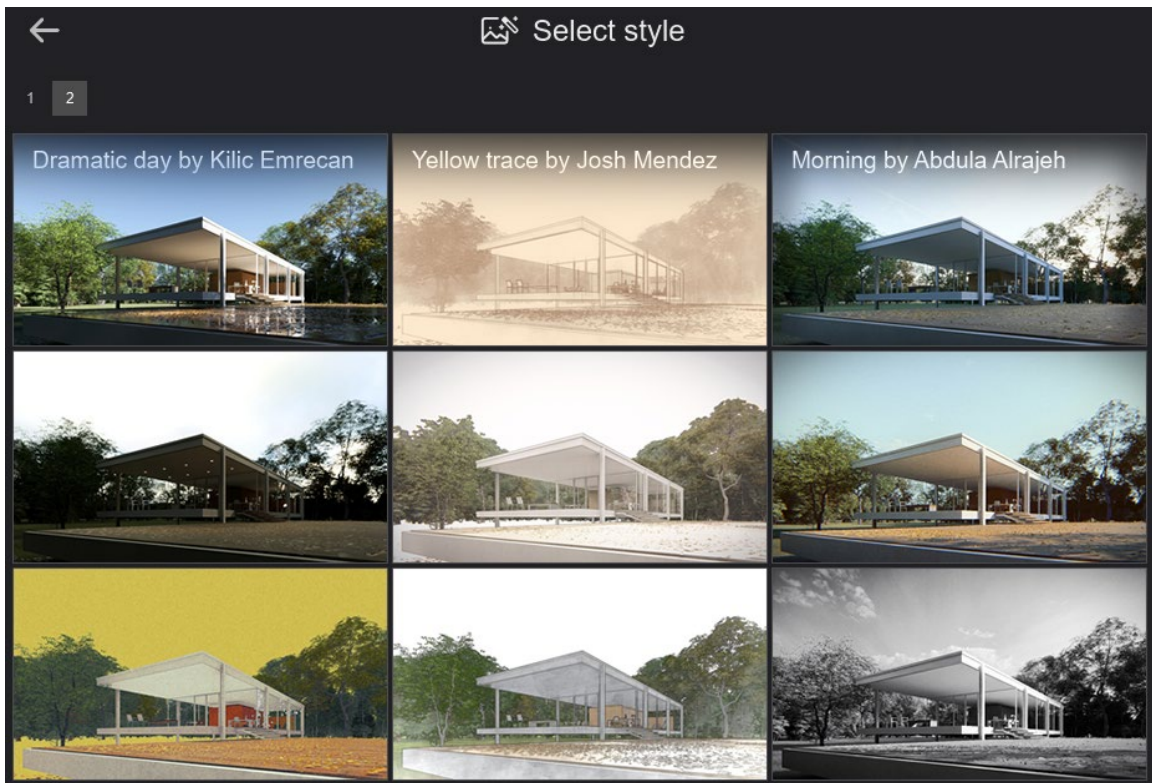- ***Seasons:*** showcases a model throughout the year.

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- ***Presentation model:*** allows for contextualizing your design in a maquette style environment.

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2.5.3 *Styles:*

- A second page of Styles has been added containing 9 new presets for your renders

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3. Changes & Resolved Errors

3.1: *Build Mode and Object Library*

- **UI → Layer tab:** The Layer editing no longer triggers the creation of a *Recovery* file.

***Content Library* & *Place/Select Modes*:**

- ***Content Library* → *Single Placement*:** of an Object will place it facing forward towards the current position of the camera per *Category*.

- ***Content Library* → *Objects*:** Backdrops 'Hills 001 B', 'Hills 001 C', 'Mountains 001 A' are no longer glossy.

- ***Content Library* → *Nature*:** Object selection is no longer limited to 2000.

- ***Content Library* → *Effects*:** Volumetric fire 02 and 08 can now be assigned a custom texture.

- ***Paint placement*:** now has the correct tooltip for the *Redo* button.

3.2: *Materials*

- **Billboard Material:** is now saved as expected.

- **Water Material:** sliders for *Water density* and *Border displacement* have been removed.

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

- **HQ Preview:** no longer becomes black when updated while the Editor resolution is lower than 100%.

Movie Mode

- **Move** and **Advanced Move:** no longer allow for ALT+drag on an Object while editing the Effect.

- **Output:** at Aspect Ratio 2:3 no longer creates corrupted files.

- **Output:** the resolution displayed in Lumion when selecting a Clip to render now displays the actual resolution of the file

3.4: *Effects & Styles*

- **Effects:** *Featured Effects* are now reorganised for relevance to the selected Output Mode.

- **Sound Effect:** now saves the audio file when saving it into an Effect Stack.

- **Depth of Field:** keyframes the 'Sharp area size' as expected.

- **Outlines Effect:** keyframes the 'Outline overdraw' as expected.

Ray Tracing

- **Performance:** has been improved with the Radiance cache.

- **Performance:** ray traced Water and Glass Materials are displayed only in the HQ Preview.

3.5: Importing and Exporting

- **Loading files:** using Drag & drop now shows the correct thumbnail associated with the .LSF file.

3.6: Miscellaneous

- **User interface:** Various UI changes

- **User interface:** Performance improvements

3.7 Interface

- **EULA:** now starts as full screen.

- **Splashscreens:** have been updated.