Lumion View 2025.0 Release Notes

Introducing Lumion View

25 March 2025

Lumion View is a lightweight yet powerful visualization tool that runs directly in your 3D modeling software as a plugin.

Offering a fast *Ray Traced* real-time view, customizable *Lights*, *Styles*, and enhanced *Materials* controls, it makes design exploration effortless and enjoyable—helping shape, test, and present concepts with speed and creative freedom.

For a full overview of Lumion View, see this article:

- **Knowledge Base:** Getting Started with Lumion View: An Introduction

Make sure to also check out the dedicated Lumion View webpage and announcement video below:

- **Lumion Website:** Discover Lumion View

Important:

Lumion View is currently in **Early Access**, which means the product is still under active development and not yet in its final form. As such, you may encounter bugs or unexpected behavior. Your feedback is incredibly valuable—if you experience any issues, please let us know using the Feedback button.

Compatibility

Software	Version
SketchUp	2025 and newer

More compatibility information can be found below:

- **Knowledge Base:** Lumion View: System Requirements

System Requirements

- **Knowledge Base:** Lumion View: System Requirements

Download and Installation

- **Knowledge Base:** Lumion Live: Installation guide: SketchUp

License-related information

  - **Knowledge Base:** Lumion View Account and License Management

Lumion View 2025.0: Minor updates

Lumion View 2025.0.4 - Release Notes

Resolved issues in Lumion View 2025.0.4

March 25, 2025

License and Account Management:

- **Early Access:** Now also available for Lumion Pro *Subscription License Key* holders on the *Grace Period* or who have disabled *Auto-renewal*.

Lumion View 2025.0: Release Notes

Features

1. Rendering and Synchronization

1.1. Ray-Tracing Viewport

When started, Lumion View renders a high-performance *Ray-Traced* view of your model.

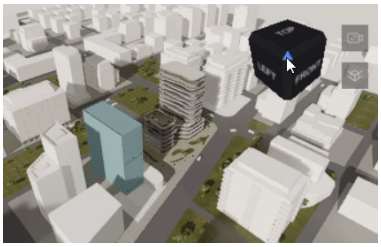
1.2. Real-time Model Sync

Any geometry or *Material* changes you make to the model are automatically reflected in the Lumion View window in real-time.

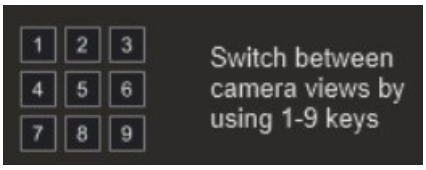
2. Camera & Navigation

2.1. Camera Controls

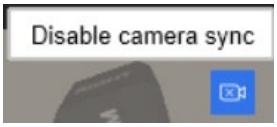
2.1.1. Gizmo



The *Camera* can easily be switched to standard views (**Top**, **Front**, **Back**, **Left**, **Right**, and **Isometric**) using the *View Cube* or using the number keys.



2.1.2. Toggle Camera Sync



By default, *Camera Sync* is enabled. This can be toggled on/off to allow having different separate *Camera* views in Lumion View and your 3D modeling software.

2.1.3. Orthographic View

The *Camera* view can be switched between *Perspective* and *Orthographics*.

2.2 Navigation Shortcuts

2.2.1. Camera Movement

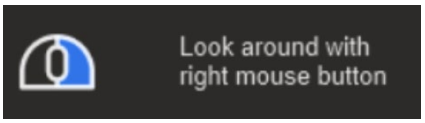
The **W/A/S/D** keys are used for *Camera* movement (**Forward**/**Left**/**Back**/**Right**) and **Q**/**E** keys to move vertically (**Up**/**Down**).

2.2.2. Camera Speed

While moving the *Camera*:

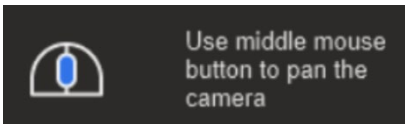
- **Hold Spacebar**: Slows down movement.
- **Hold Shift**: Increases camera speed.
- **Hold Shift + Spacebar**: Maximum speed.

2.2.3. Camera Orientation



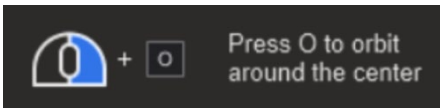
The *Camera* can be moved by holding the left mouse button and dragging in any direction.

2.2.4. Camera Pan



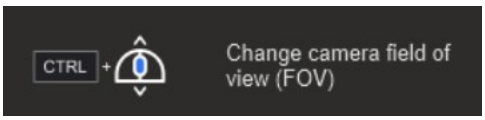
This can be done by clicking and holding the middle mouse button.

2.2.5. Camera Orbit



The *Camera* can *Orbit* around the center of the window by holding the **O** key while clicking and dragging the right mouse button.

2.2.6. Field of View Controls



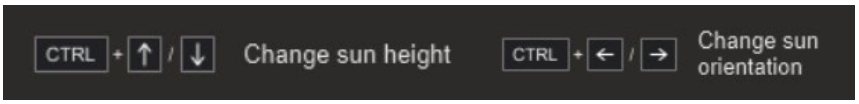
Field of View can be adjusted directly in Lumion View by holding **Ctrl** and scrolling the middle mouse button.

3. Lighting Controls

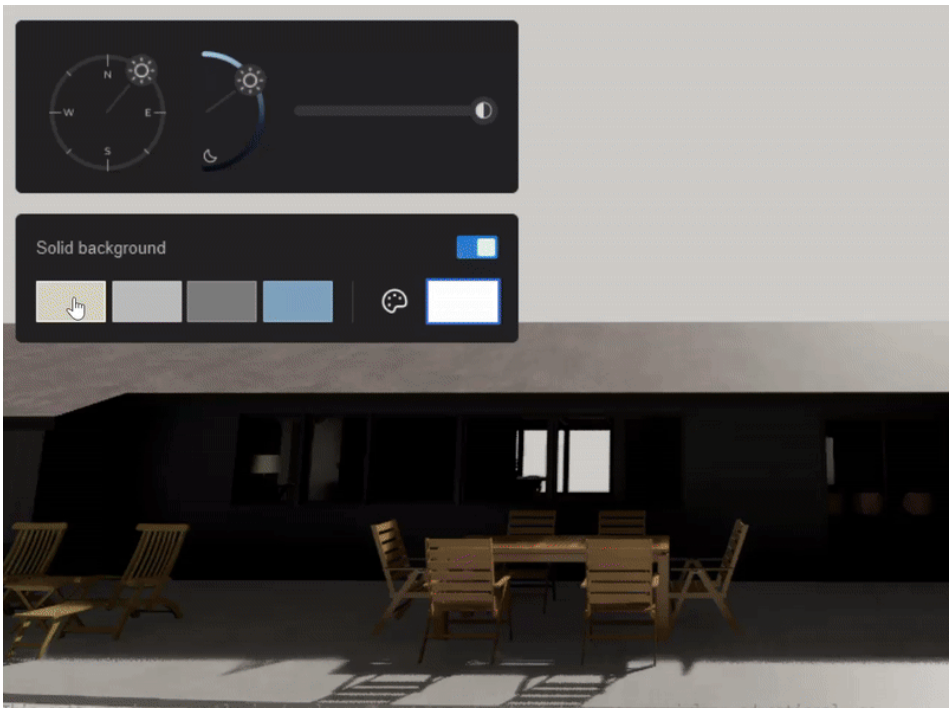
3.1. Sun and Environment

3.1.1. Sun Controls

Sun Direction, *Height*, and *Brightness* can be adjusted using this menu or using these keyboard shortcuts:



3.1.2. Solid Background



The *Sky* can be replaced with a color by enabling the *Solid Background* option. There are 4 predefined colors to choose from, or a custom color can be selected using the *Color Picker*.

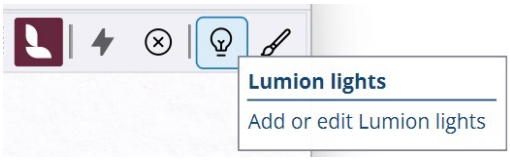
3.2. Artificial Lighting

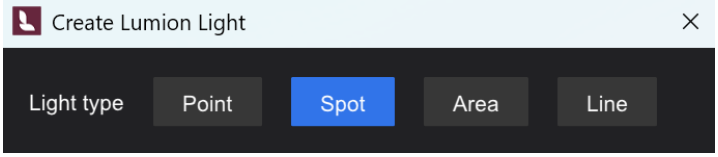
3.2.1. Lights Support

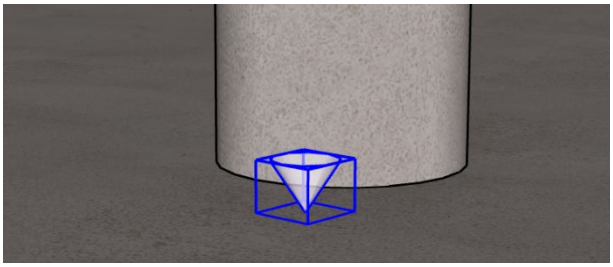
Lights and settings from your 3D modeling software are visible in Lumion View.

3.2.2. SketchUp Lights

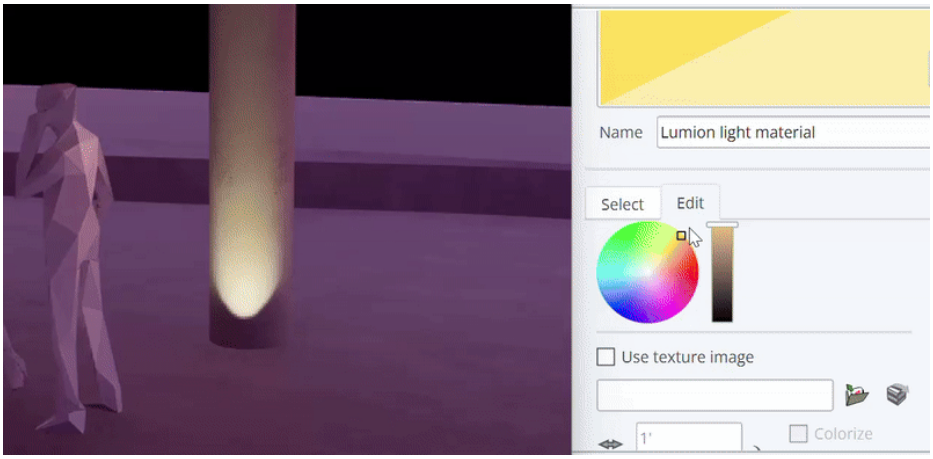
For SketchUp, you can add *Spotlights* , *Point Lights*, *Area Lights*, and *Line Lights* directly from the Lumion View toolbar:







Lights can be placed directly in the model as proxy objects and can be moved, rotated, copied, grouped, and colorized by assigning a color to the light's surface.



3.3.3. Light Editor

The following options are available when creating and when double-clicking a *Light*:

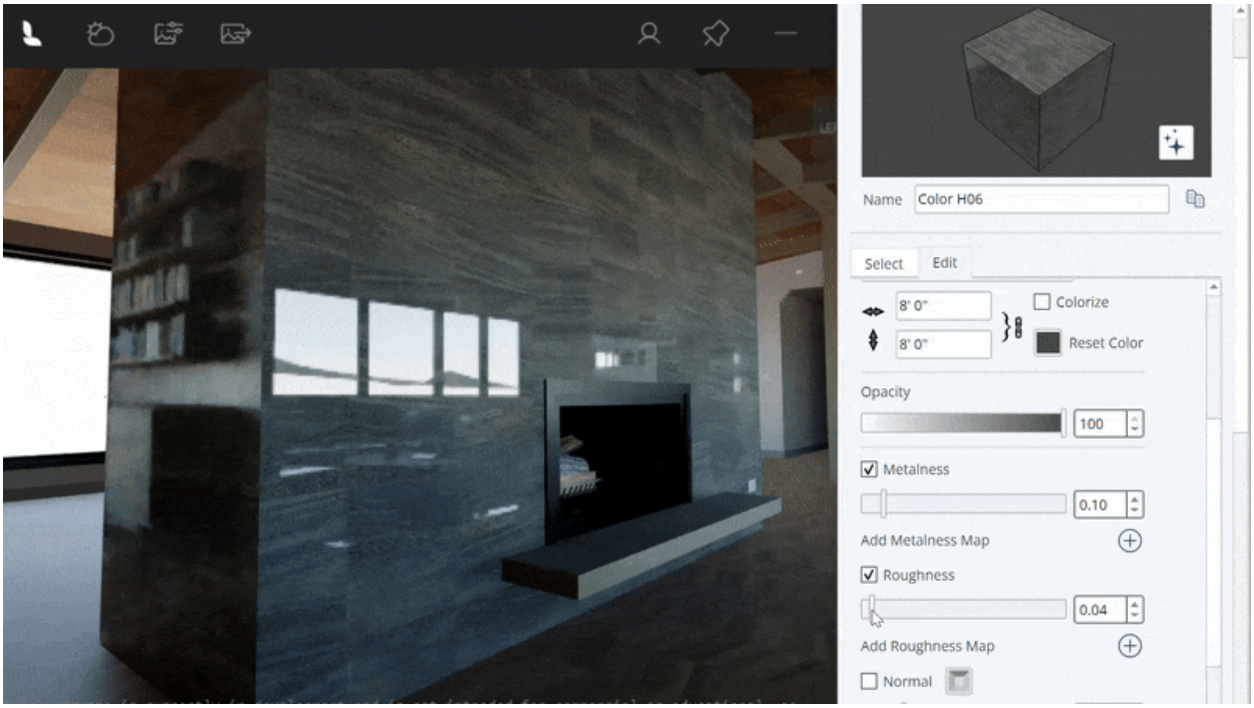
- **Point Light:** *Intensity* (Lumens)
- **Spot:** *Intensity* (Lumens) and *Cone Angle*.
- **Area:** *Intensity* (Nits), *Width*, and *Length*.
- **Line:** *Intensity* (Nits), *Width* only.

3.3.4. Light Instancing

Copied *Lights* will share the same *Intensity*, *Cone Angle*, color, and size settings.

4. Materials and Surface Editing

4.1. Synced PBR Support



PBR *Material* settings are synced from your 3D modeling application. At the moment, the following properties are supported:

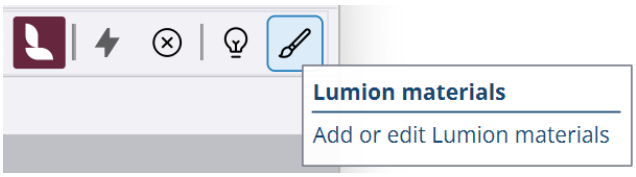
4.1.1. SketchUp 2025:

- **Texture Color Map and Color Map Texture Size and Mapping.**
- **Colorization.**
- **Opacity.**
- **Metalness** (Supports additional texture map).
- **Roughness** (Supports additional texture map).
- **Normal** (Supports additional texture map).

4.2 Lumion View Material Panel

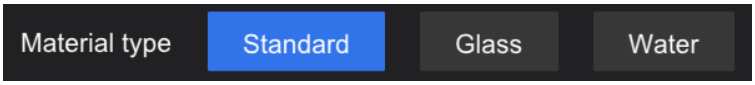
4.2.1. Additional Material Properties

Lumion View has its own *Material* panel that includes additional settings. These can be accessed by clicking the brush icon in the plugin toolbar for the SketchUp material that has been selected:



The following additional *Material* Types and settings are available in this *Material* Panel:

4.2.2. Standard

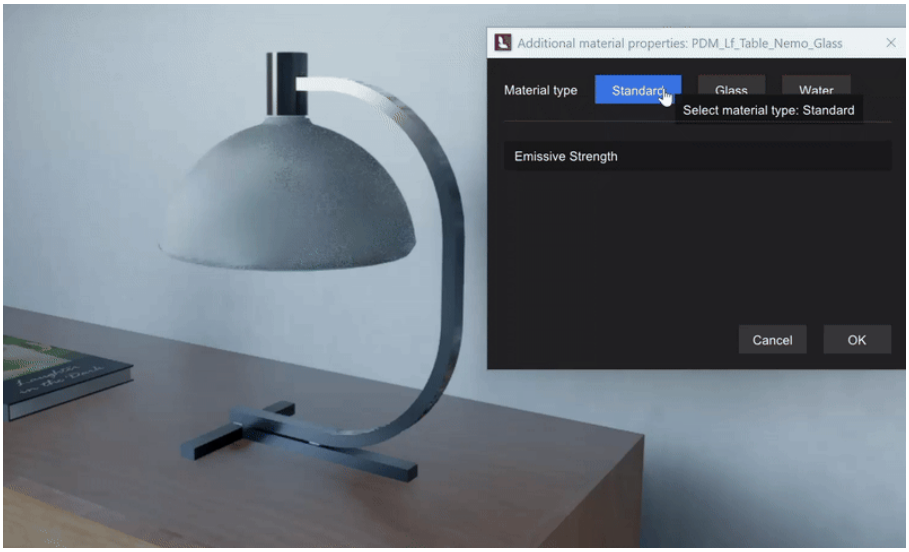


The *Standard Material* offers additional properties to the ones included in your 3D modeling software. Such as:

Emissiveness

The *Emissive Strength* setting can be accessed directly from the Lumion View *Material* button under the *Standard Material* tab. This will make a surface cast light - ideal for lamps and screens. The brightness can be adjusted in Nits. Note that the amount of sunlight (Brightness) has an impact on the visibility of *Emissiveness*.

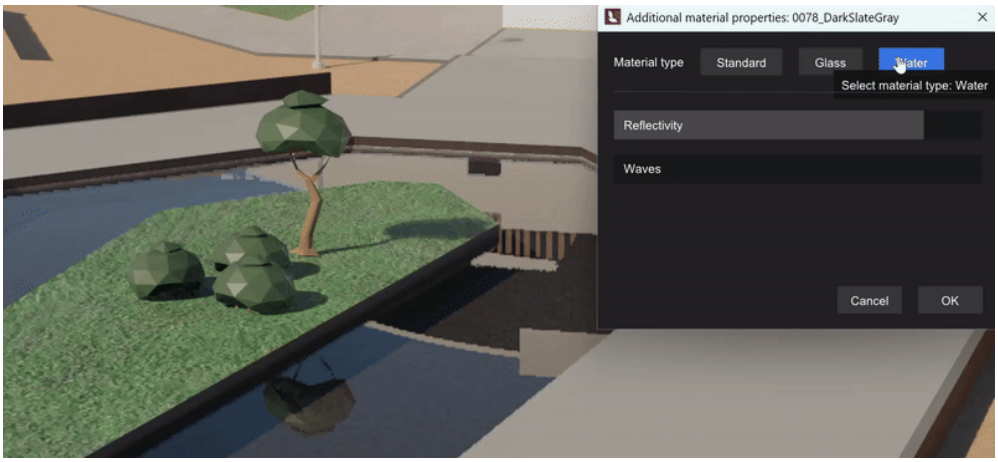
4.2.3. Glass



The *Glass Material* can be assigned to any surface from the additional *Material* properties panel. You can adjust *Reflectivity* and add thickness to the *Glass* by enabling the *Volumetric* toggle.

Glass can also be colorized and will cast colored shadows. The transparency of the *Glass* will depend on how dark the color is and on the *Opacity* setting of the surface.

4.2.4. Water



The *Water Material* can also be applied from the additional *Material* properties panel. It behaves and looks similar to *Glass* but includes a *Waves* setting that allows setting the scale and strength of wavy patterns.

4.2.5. Material Auto-Assignment

Surfaces that have the word 'Glass' or 'Water' in it's *Material* name will automatically be assigned the *Glass* or *Water Material* in Lumion View.

5. Visual Styles and Customization

5.1. Conceptual Styles

5.1.1. Surface Finishes

Lumion View includes different customizable *Conceptual Styles* and settings that can be accessed via the *Visual Styles* tab. These *Styles* will replace the *Materials* in your model (except for *Glass* and *Water*) with a different color, texture, or surface finish. *Styles* also affect the shading of the model.

The following *Conceptual Styles* are currently available:

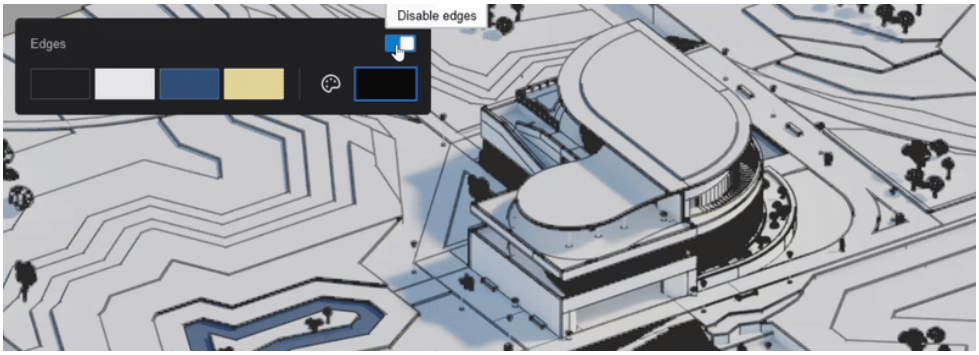
- ***Clay*:** Applies a smooth surface finish.
- ***Wood*:** Applies a wood texture.
- ***Styrofoam*:** Applies a styrofoam pattern.
- ***Glossy*:** Applies a reflective surface finish.

5.1.2. Styles Colorization

All *Conceptual Styles* can also be colorized using the *Color Picker*.

5.2. Edges

5.2.1. Edges Toggle



Edges can be displayed on all *Styles* by enabling this setting.

5.2.2. Edges Colorization

Edges can have their color changed using the *Color Picker*.

6. Output

6.1. Render Options

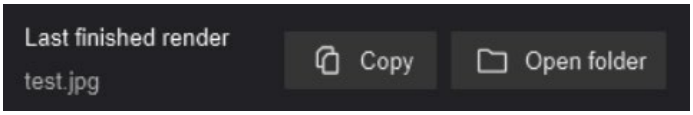
6.1.1. Resolution

- ***Current*:** Render using the current window size resolution and aspect ratio.
- ***Full HD*:** Render in 1920x1080.
- ***4K*:** Renders the view in 3840 x 2060.

6.1.2. Aspect Ratios:

- ***16:9*** (landscape)
- ***9:16*** (portrait)
- ***1:1*** (square)

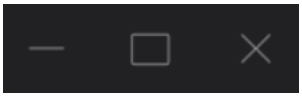
6.1.3. Last finished render Options



This window allows you to copy your last render to the clipboard or quickly go to the folder where it was saved.

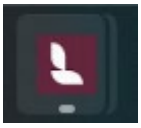
7. Miscellaneous

7.1. Window Controls



These buttons allows you to *Minimize*, *Maximize*, or *Close* the Lumion View window. Lumion View can also be resized by clicking + dragging the corners or edges of the window.

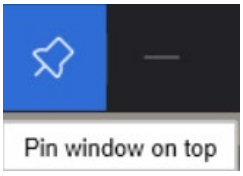
7.2. Multiple Windows



Lumion View can be run multiple times at once (one per model file open). Closing the model file or switching to a different model file will automatically close Lumion View.

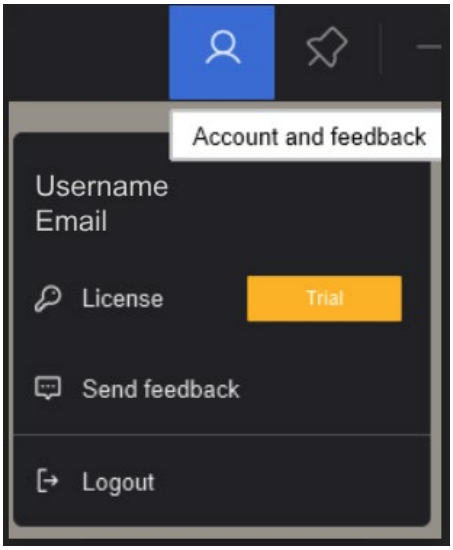
Note: Multiple open SketchUp and Lumion View Editor windows are hardware dependent. For performance reasons we suggest in most cases using just the one Lumion View Editor window.

7.3. Pin to Top



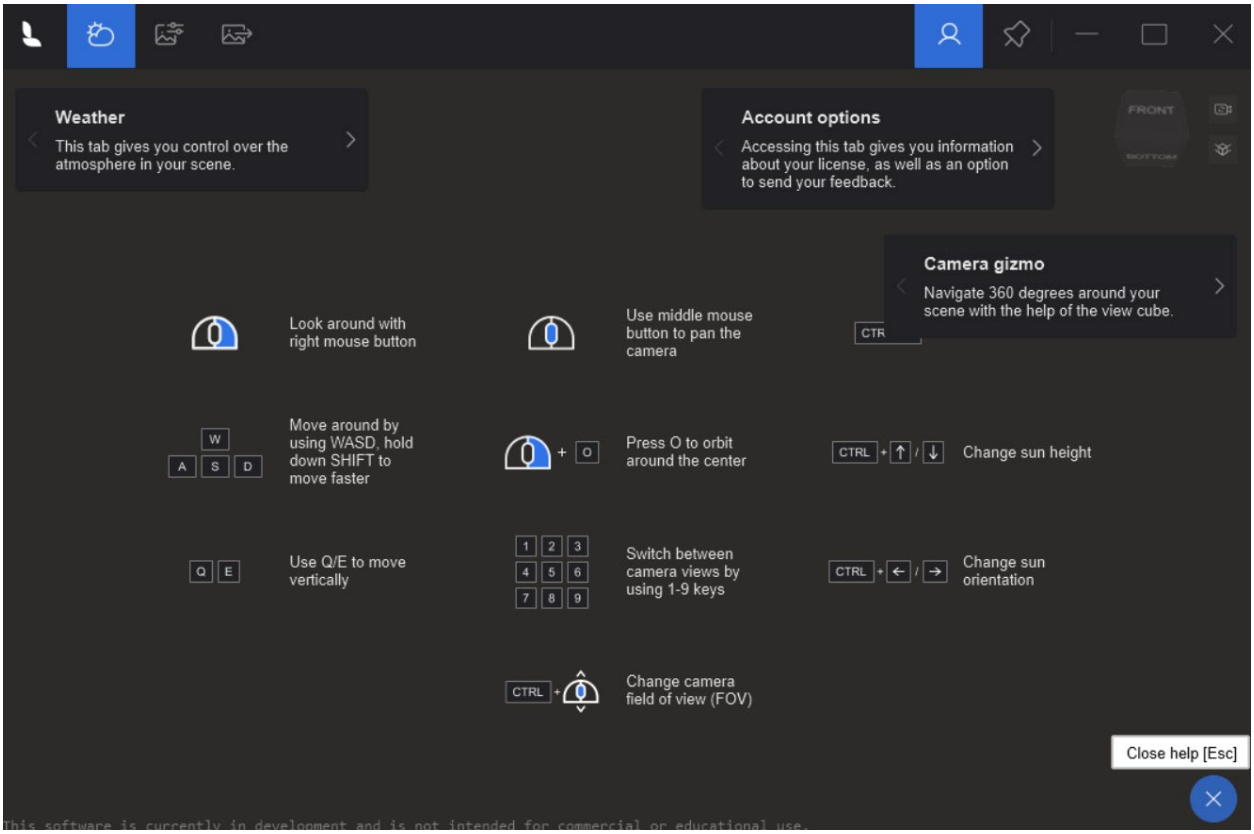
Clicking this button will make Lumion View always be on top. When this is enabled, the interface will be hidden if the cursor is not inside the Lumion View window.

7.4. Account and Feedback



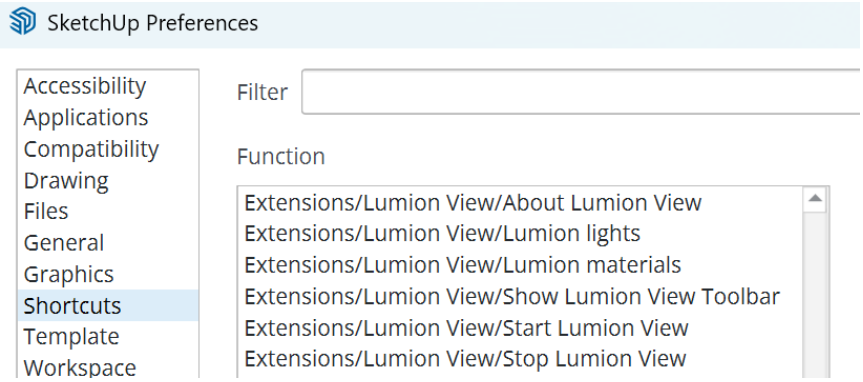
The *Account Options* menu shows your **Username**, **Email**, and **License** information. It also allows you to quickly go to your *Account* , send feedback, or log out.

7.5. Help Screen



The *Help* screen explains the Lumion View interface and keyboard shortcuts. It can be accessed by clicking the Ψ button on the bottom right corner at any time and can be closed by hitting the **Esc** Key.

7.6. SketchUp Shortcuts



Keyboard Shortcuts can be added for Lumion View actions by going to *Window* > *Preferences* > *Shortcuts*, under Extensions/Lumion View.

8. Limitations

8.1. SketchUp: Section Planes are not visible in Lumion View.

8.2. SketchUp: FaceMe (Billboard) components don't continuously face the camera.

8.3. SketchUp: Importing *Lights* from SketchUp Lumion Pro is not possible in Lumion 2024. This is planned for Lumion 2025.0 via classic import and for Lumion 2025.1 via *LiveSync*.

9. Known Issues

9.1. The *Current* resolution render size output sometimes does not match the actual size of the window.

9.2. Copied *Lights* are not sharing color changes.

10. Upcoming Features and Improvements

10.1. Importing a SketchUp model edited using Lumion View into Lumion Pro will import all PBR *Material* settings and *Lights*.

10.2. SketchUp time of day settings synchronization with Lumion View.

10.3. Render quality improvements (radiance cache implementation).

10.4. Shorter startup times.

10.5. Remembering Lumion View settings between sessions.

10.6. Clouds System.