



## Lumion 2023: Update to 23.4.0 - Release Notes



November 21, 2023

*Lumion 2023.4* is a content update that brings new bathroom equipment, materials, and objects to the *Lumion Library*.

**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:

- **Knowledge Base:** [How does the Updater for Lumion work?](#)

For background information, also consult:

- **Knowledge Base:** [Lumion 2023: Update to 23.3.0 - Release Notes](#)
- **Knowledge Base:** [Transitions: From prior versions to working with the new Lumion 2023](#)

## 1. New Content in the Library:

Dive into an enhanced experience with Lumion's latest update that introduces a comprehensive suite of library items for a simpler workflow when designing bathroom spaces.

A total of 187 *Library Items* have been added in Lumion 2023.4.

**Filter:** New content can be filtered by using *L23.4* in the *Search* bar.

### 1.1: New *Objects*\*

<b><i>Objects:</i></b> 187
<ul style="list-style-type: none"><li>• Equipment: 104</li><li>• Decoration: 83</li></ul>

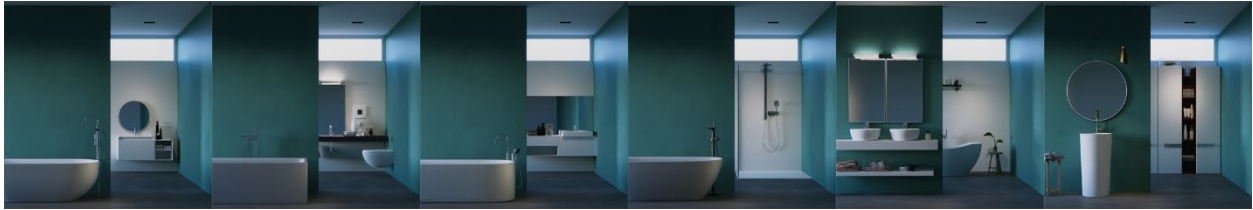
\*65 *Objects* are made available in *Lumion Standard*.

### 1.2: New *Materials*

<b><i>Materials:</i></b> 15
<ul style="list-style-type: none"><li>• Glass: 6</li><li>• Stone: 5</li><li>• Metal: 2</li><li>• Assorted: 2</li></ul>

A detailed breakdown of the *Objects* and *Materials* is published on the Lumion Website:

- Lumion Website: [Lumion 2023.4 Update](#)

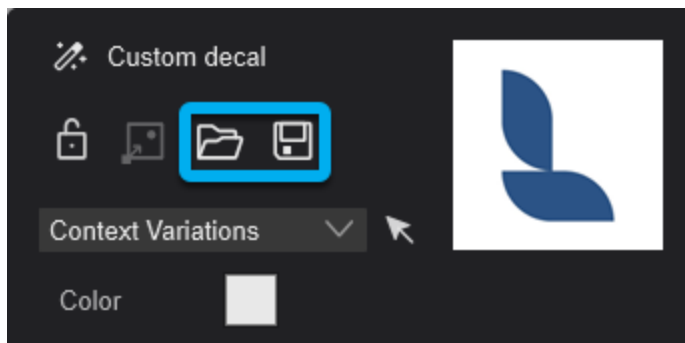


## 2. Improvements:

### Build Mode -> Objects

#### 2.1: Save/Load *Decals* from disk:

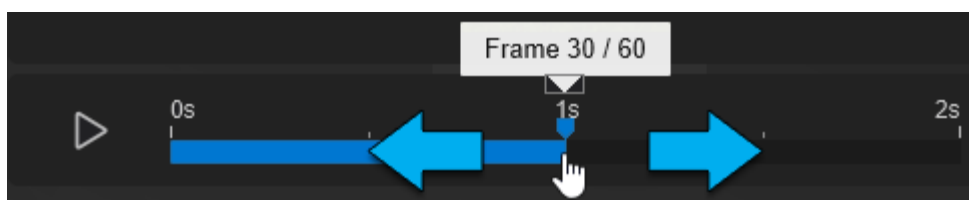
*Custom Decals* can now be saved and loaded to/from disk:



### Output Modes

#### 2.2: Movie Mode - Timeline:

The **Left** and **Right** arrow keys can now be used to navigate between frames while the mouse is hovering over the Timeline and holding the **CTRL** key.



## 3. Resolved issues and other improvements:

### 3.1: *Build Mode*

#### 3.1.1: *Object Library*

- **Cars -> License Plates:** Custom License Plates now keep their settings when clicking the '*Custom*' thumbnail.
- **Lights -> OmniLights:** The default values for the *Rotation Sliders* are now set to 0.
- **Color Picker:** RAL 9023 is now listed.

#### 3.1.2: *Move Mode*

- The *Rotation* and *Scale* sliders have been improved.

#### 3.1.3: *Landscape Mode*

- **Paint -> Side Rock:** is now working as expected on all axes.

#### 3.1.4: *Weather Mode*

- **Wind:** The sliders are updated correctly when loading or opening a new *Project* file.

### 3.2: *Material Mode*

- **Glass:** Surfaces with the same name now update as expected when changing the *Glass* Material settings.
- **Saved Materials:** Loaded Materials from disk are now stored in the *.LSF Project* file.
- **Video Textures:** now remain stored in the *Lumion Documents* folder after being applied as a texture.

### 3.3: *Photo/Movie/Panorama Mode*

- **HD Preview:** now stops updating when changing the *Photo Set*.
- **Camera Path -> Follow Object:** The *Gizmo* behaviour is now working as expected when in *Free Cam* mode.
- **Camera Path -> Follow Object:** The *Gizmo* arrows now work as expected.
- **Import Camera Path:** The name and location of the original file that contains the loading *Camera Path* are now displayed.

### 3.4: *Effects*

- **Ray Tracing Effect:** Ray Traced Reflections are now displayed correctly when the *Texture* and *Displacement Maps* have different *Aspect Ratios*.
- **Sun Effect:** The *Sun Disk Slider* no longer snaps at 550%.
- **Move Effect and Advanced Move Effect:** The *Sliders* for *Rotation* and *Scale* have been updated.
- **Advanced Move Effect:** The error "Invalid mesh passed to RenderBakedModel" has been resolved and no longer occurs after deleting an *Object's* only *KeyFrame*.
- **Advanced Move Effect:** The Previous/Add/Next *KeyFrame* buttons are now available only when an *Object* is selected.
- **Advanced Move Effect:** The *Type-in* for the *Z-axis* now works as expected.
- **Animated Phasing Effect:** now displays the number of selected *Objects*.
- **Sky and Clouds Effect:** The *Overall Brightness Slider* has been renamed to *Background Brightness*.
- **Photo Matching Effect:** Using *Supersampling* when rendering at *Print / Poster* Resolution no longer causes alignment issues.
- **Color Correction Effect:** The value of the *Exposure Effect* from older versions of Lumion is now loaded within the *Color Correction* and the *Exposure Effect* is no longer displayed in the *Effect Stack*.
- **Color Correction Effect:** will now display the correct *Slider* values when opening a *Project* saved in Lumion 23.3.0 or older.
- **Orthographic View Effect:** The *Preview* no longer updates when moving the *Camera*.
- **Title Effect:** Copying/Pasting text now works as expected.

### 3.5: LiveSync and Importing

- **LiveSync:** Copying a model when *LiveSync* is active no longer causes culling issues with the camera.
- **LiveSync:** The *LiveSync* panel is now visible in *Theatre Mode*.
- **Import edges/lines:** The color of the *Edges/Lines* now keeps the color settings from the modelling software when importing.
- **Add Variation:** now allows for duplicating a model.

## 4. General:

### 4.1: User Interface

- **File Explorer:** now keeps the last accessed location instead of defaulting to the Desktop when importing a file.

### 4.2: Miscellaneous

- ***Ray Tracing Effect:*** The graphics card (GPU) usage has been decreased when canceling a render *Preview*.
- **Tutorials:** Various fixes for completing and skipping in-Lumion Tutorials.