



S O F T W A R E

RELEASE NOTES

Version 2018.1





RELEASE NOTES PiXYZ STUDIO 2018.1

PiXYZ Studio

IO	<p>New import formats : ACIS (SAT, SAB), AutoCAD 3D (DWG3D, DXF), Inventor, CATIA V6 (3dxml for authoring, R2013X), CATIA V5 (V5-6 R2017 R27), VRML (v1.0 et v2.0)</p> <p>New Export formats : GLTF 2.0, PRC</p> <p>Fix Corrections on existing formats : CATIA, JT, NX, Solidworks, FBX (materials),</p>	✓
ALGORITHMS	<p>New UV handling fonctionnalités : multiple projections, unwrapping (beta), normalize, repack, channel swapping, ...</p> <p>New Quality presets for tessellation and decimation (High, Medium, Low)</p> <p>New Merge parts (using multi-material) and Merge parts by materials functions</p> <p>New scenario Run Process For Game Engine. Automatically prepare any CAD content for real time applications.</p> <p>New scenario Generate LODs. Automatically generate 3 LODs based on an existing tessellation.</p> <p>New scenario Generate Proxy Mesh. Automatically create a « proxy » mesh (rough envelopp for collision detection, shadows computation,...)</p> <p>New scenario Generate Phantom Mesh. Automatically creates a high quality skin mesh of your model.</p> <p>Fix Algorithm enhancement : Product structure management, decimation, CAD & mesh reparation,</p>	✓
VIEWER	<p>New New predefined & orthographic camera views</p> <p>New Workspace manager for custom GUI sorting</p> <p>New Checker using multiple shaders (CLAY, SPECULAR, ZEBRA, UV) for quick mesh quality validation</p> <p>Update Toolbar redesign</p> <p>Update Menu bar redesign with new lables and exposed functions : selection tool, UV, scenarios, ...</p>	✓
MATERIAL EDITOR	<p>New Add a texture library</p> <p>Update Material Editor GUI enhancements</p>	✓
GENERAL	<p>New Smart selection tools : select small parts, select duplicated parts, identify occurrences, identify similar parts</p> <p>New Add PLUGINS menu for custom and on-demand features development for Studio Editor</p> <p>Global optimizations and stabilization of PiXYZ Software (new hardware support, dependency issues,...)</p>	✓



RELEASE NOTES PiXYZ PLUGIN for UNITY 2018.1

PiXYZ for Unity

IO	New Filter for file format import (CAD, .PXZ, ...)	✓
	New Add quality presets for easy & fast import	
	New Import options Scale, Right-handed, up-axis, hierarchy optimization	
	Update Enhancements on material assignment from CAD to Unity	
	New Bypass 65k polygons limitation	
ALGORITHMS	New Mesh quality presets : Poor, Low,, Medium, High, Very High (no transform)	✓
	New LODs automatic generation (from CAD or mesh)	
	New UV automatic generation and mapping	
	New Orient normal feature to automatically repair face orientation issues	
GENERAL	New License manager : nodelock, floating, online account (website), trial	✓
	New Complete GUI/labels/tooltips refactoring	
	Bug fixes and global optimization	





KNOWN ISSUES PiXYZ SOFTWARE 2018.1

STUDIO

MEASUREMENTS Primitive recognition issues for certain files/patterns

IMPORT Parasolid assemblies might not load correctly (all parts placed at the 0 of the scene)

VIEWER Abnormally long updating duration after PART modification (scene tree, material) for rare complex models

DEFEATURING Remove holes algorithm might not remove a few isolated holes

Plugin UNITY

MERGE & LOD Error may occurs when combining merge (or merge by material) and LOD creation. Affects materials in Unity.

RUNTIME LICENSE In the runtime CAD import sample the install license modal window has a filter on .bin . Should be .lic



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SUPPORT



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