RELEASE NOTES

*Version 2018.2*

# RELEASE NOTES   PiXYZ STUDIO 2018.2

| | | PiXYZ STUDIO | PiXYZ STUDIO.batch |
|---|---|:---:|:---:|
| **IO** | **New** Import formats : DWG 3D, REVIT (BETA) | ✓ | ✓ |
| | **New** Import wizard for easy and quick preparation of native CAD files | | |
| | **Update** Import formats : enhancement on material, hierarchy & metadata handling (mainly Creo, CSB, Inventor, SolidWorks) | | |
| | **Update** Export formats : GLTF 2.0 (glb) | | |
| **ALGORITHMS** | **New** Tab for material management functions: merge parts by materials, replace a material by another, merge identical materials, clean unused materials… | ✓ | ✓ |
| | **New** Export selection | | |
| | **New** Baking tool for texture maps generation (diffuse map, normal map) | | |
| | **New** New Proxy mesh generation algorithm (and new Voxelize algorithm) | | |
| | **New** New optimization functions: select small parts, replace parts by box, select duplicated parts, … | | |
| | **New scenario** Generate LOD chain : automatically generate 3 LODs based on existing meshes | | |
| | **New scenario** Generate Proxy Mesh : automatically create a Proxy mesh (rough envelop for collision detection, shadows computation,…) | | |
| | **New scenario** Generate Phantom Mesh : automatically create a high quality Skin mesh out of a model with baked maps & materials | | |
| | **Update** Enhanced UV repack algorithm | | |
| | **Update** New Python script samples (including scripts equivalent to Scenarios, ready for authoring) | | |
| | **Fix** Algorithm enhancement : Product structure management, decimation, CAD & mesh reparation,… | | |
| **GENERAL** | **New** GUI enhancements : new import wizard button, new predefined & orthographic camera views, workspace manager, scene material override feature, toolbar new design, new menu bar sorting, keyboard shortcuts management… | ✓ | ✓ |
| | **New** Automatic check for software update | | |
| | **New** Scene material override feature (all parts of the scene appear as one unique material) for quick mesh quality validation | | |
| | **Update** Enhanced stability for the Modifiers feature | | |
| | Enhanced overall software stability | | |
| **BATCH PROCESS** | **New** PiXYZ STUDIO.batch offer containing additional Import/Export API functions for batch processing | - | ✓ |

| | | PiXYZ REVIEW |
|---|---|:---:|
| **IO** | **New** Import formats : DWG 3D, REVIT (BETA) | ✓ |
| | **Update** Import formats : enhancement on material, hierarchy & metadata handling (mainly Creo, CSB, Inventor, SolidWorks) | |
| **FEATURES** | **New** Creation of 3D primitives (cube, sphere, plane) | ✓ |
| | **New** BOOST feature : one-button scene optimization for VR/AR visualization | |
| **HARDWARE** | **New** Support of Microsoft MR devices | ✓ |
| | **Update** HoloLens RS4 support and enhancement of HoloLens anchor (mapping) recovery within REVIEW | |
| **GENERAL** | **New** GUI enhancement with isometric camera views, scene material override feature for quick data visualization and validation | ✓ |
| | Enhanced overall software stability | |

**PRODUCT OFFER UPDATE**

PiXYZ REVIEW **DESKTOP**  &  PiXYZ REVIEW PREMIUM are now merged into one single software, fully-featured : all CAD import formats, VR, AR and xR devices support, Collaborative mode, ...

|  | | PiXYZ PLUGIN<br>for Unity |
|---|---|:---:|
| **IO** | **New** Import formats : DWG 3D, REVIT (BETA) | |
| | **New** CAD Metadata now imported in the game objects' inspector | |
| | **New** CAD Metadata available for C# scripting use | ✓ |
| | **Update** Import formats : enhancement on material, hierarchy & metadata handling (mainly Creo, CSB, Inventor, SolidWorks) | |
| **ALGORITHMS** | **New** Automatic propagation of materials on generated LODs | ✓ |
| | **New** CAD material name import and handling | |
| **GENERAL** | **Update** Import speed enhancement | |
| | **New** FlexLM licensing option | ✓ |
| | **Bug fixes** and global optimization | |

NOTES

1. PiXYZ PLUGIN certified for Unity 2018.x releases only
2. PiXYZ PLUGIN only compatible with Windows x64 platforms. License activation and use of the plugin are not certified with MacOS or other platforms.
3. PiXYZ PLUGIN runtime capability (runtime CAD import for built application) is only available on Windows platforms. The use of a different target platform for a build in Unity is not possible (UWF, iOS, Android,...)

| 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 or will not work without CAD information (use "IdentifyPatch" feature) |
| | LANGUAGES    Japanese GUI not yet implemented in 2018.2. Will be added soon (2018.2 Update 1) |

| PLUGIN for Unity | |
|---|---|
| | MERGE & LOD    Error may occur when combining *Merge all objects* (or *Merge objects 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* |

SUPPORT & CONTACT

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**SUPPORT**

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