What’s new in Studio 14.0.1

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Studio Suite

- Support for Yosemite - Mac OS X 10.10
  - Testing was performed on a late BETA due to the final version not released.

- Adobe CC 2014 is fully supported
Studio Visualizer 14
Studio Visualizer Illustrator Plug-in

- Twice the resolution in Visualizer quality mode!
  - now on-par with Visualizer’s “High Quality” mode

- Holographic materials now available
Studio Visualizer Illustrator Plug-in

- Now you can assign materials to selected artwork, directly from the Finishing Operations window.

- The ‘inverted die-cut’ operation, handy for non-rectangular labels.
  - Eg. Brushed label on in StudioTool Kit to be larger than required shaped label. In Visualizer use shaped die line and apply ‘inverted die-cut’.

- Use substrate from structural design (eg. Shrink sleeve is automatically clear film, corrugated box is automatically brown paper, etc.)

- And...
  - Many bug fixes and improved stability
Store Visualizer - Performance

Excellent performance enhancements!

- Application is now 64bit
  - Enabling considerable memory usage and performance improvements
- New physics module:
  - Physics simulations are much more precise and stable than before (no more 'exploding' objects)
  - Significantly faster and higher quality physics envelope generation (both planar and decomposed types)
  - Improved camera collision system
  - Simplified UI

- Virtual 3D Store generator update
  - Added new floor types
  - Floor tile size is now user adjustable
Store Visualizer - Changed features and bug fixes

- Added support for CPUs with more than 8 cores
- Smoother freelook navigation experience on Mac OS X when moving using the arrow keys
- The model replace feature now works on shelves and panels
- Store Visualizer will now automatically switch to the high performance GPU on laptops with NVidia Optimus technology
- Last used camera preset interpolation speed is now kept in the configuration
- The number of selected objects is now shown in the status bar
- Added a workaround for the removal of yellow'ish reflections on OS X Mavericks (due to an OpenGL driver bug)