What is New in Studio

31 Jan 2013

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What is new in Studio 12 – January 31, 2013

This presentation covers the new features of the **Studio 12 release of January 31 2013**, compared to the release of June 22, 2012.

For a more detailed overview, including a list of the fixed issues, please read the **Release Notes** document that is included with the DVD or download.

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2. Studio Toolkit (4..13)
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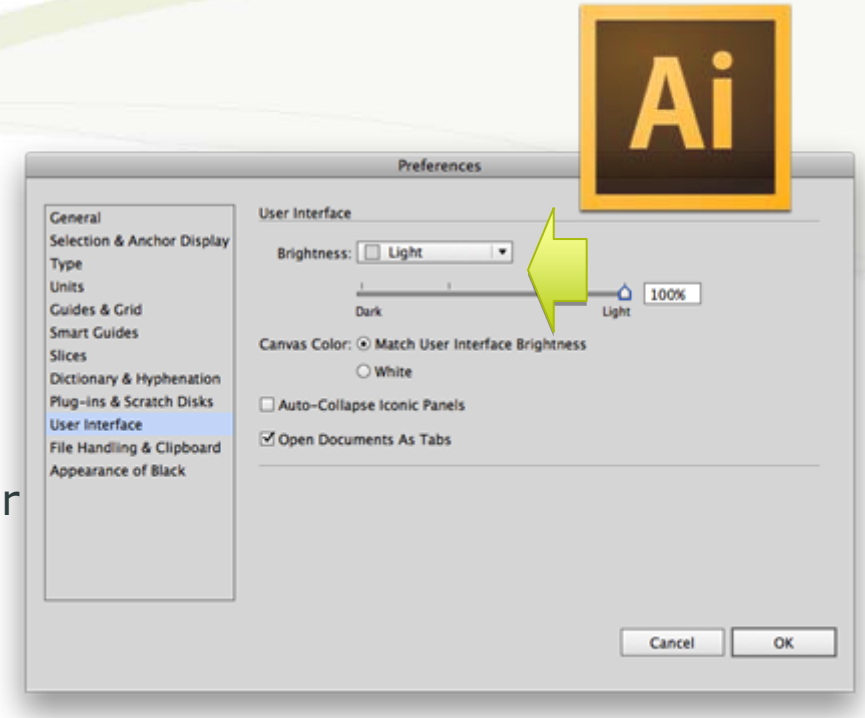
1. General

Support for CS6 and 64 bit

- All the Studio plug-ins now run on Adobe Creative Suite CS5, CS5.5 and CS6
- We recommend that you configure your CS6 interface to "Light" ( )
- This installer does not remove nor upgrade plug-ins on CS4



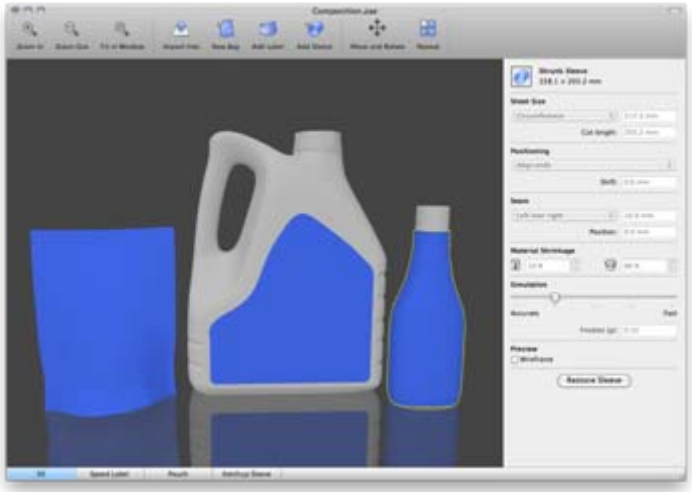
Support for Mac OS X 10.8

- To install on Mac OS X 10.8 (Mountain Lion), please disable Apple "Gatekeeper" ( )
- Note that we no longer support Mac OS X 10.5

2. Studio Toolkit

In short:

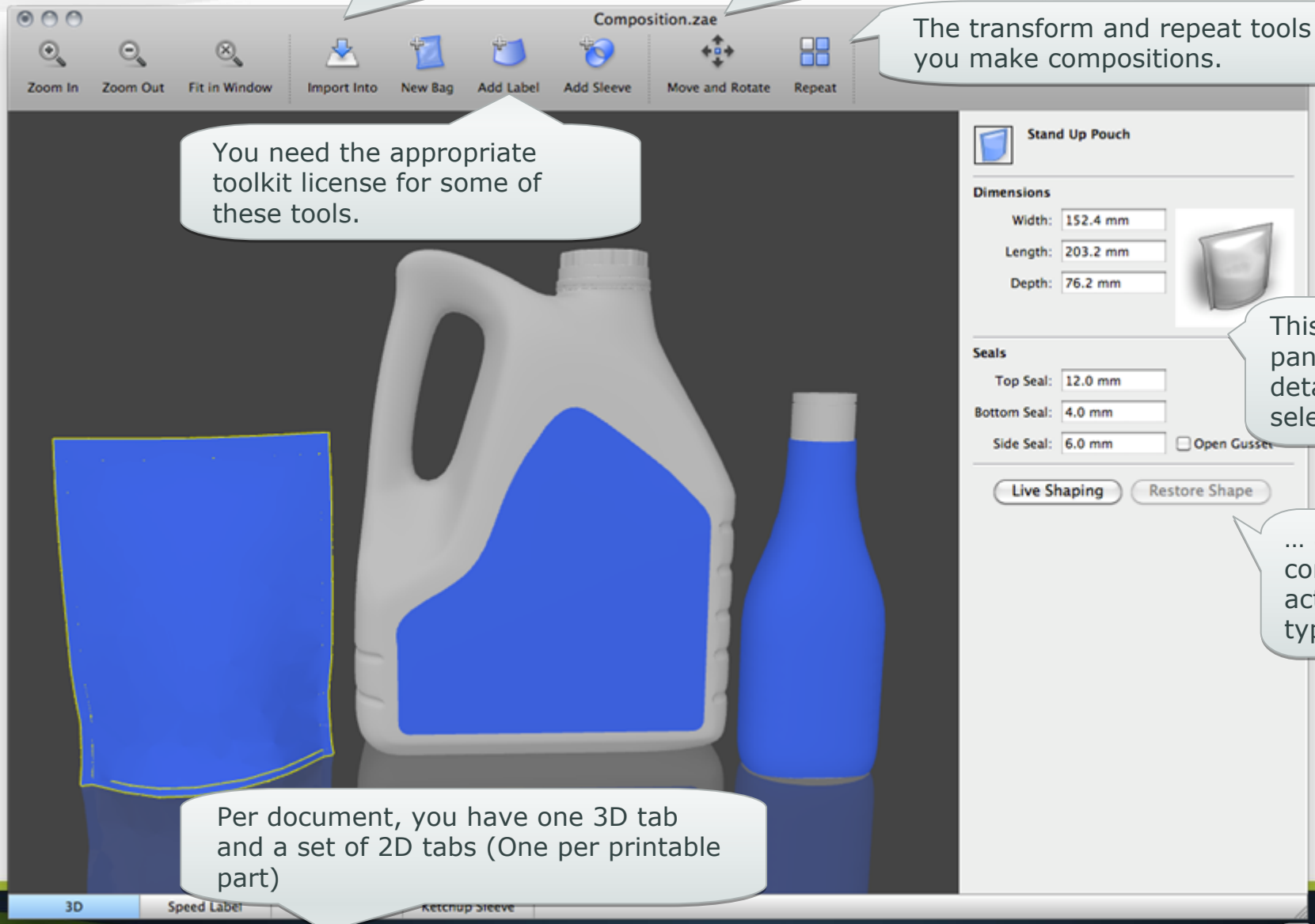
- A new application for Mac and PC to build Structural Design files for Studio.
- With different tools for making labels, flexibles & shrink sleeves (depending on which licenses you have)
- Also tools for compositing multiple objects in a 3D scene
- Standardized on the Collada format



A simple Studio workflow: Build a pouch in the Toolkit, apply artwork in Illustrator and export to the free Studio Viewer

The Toolkit imports images to preview graphics, and 3D files (OBJ, DAE, ZAE) for adding labels or shrink sleeves.

Your work is saved into a collada file. The Toolkit can open its own files, so that you can continue where you left off.



The transform and repeat tools let you make compositions.

You need the appropriate toolkit license for some of these tools.

This settings panel shows details of the selected object…

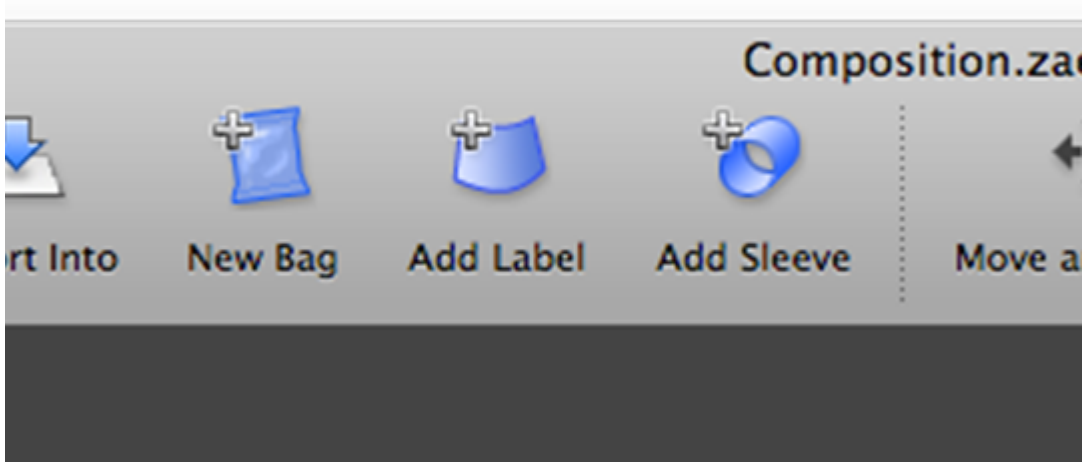
… and some common actions for this type of object.

Per document, you have one 3D tab and a set of 2D tabs (One per printable part)

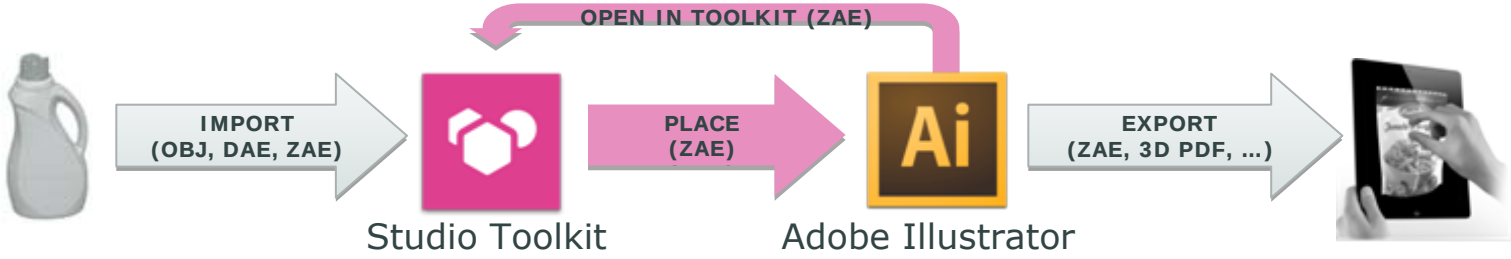
2. Studio Toolkit: Licenses

You don’t need to purchase Studio Toolkit separately, because it works with the existing Studio Toolkit licenses:

- You need a Studio Toolkit for Flexibles 12.0 license to make new flexible bags.
- You need a Studio Toolkit for Labels 12.0 license to add labels.
- You need a Studio Toolkit for Shrink Sleeves 12.0 license to add sleeves.
- The other features (compositing, IO, …) are available to all Studio users.



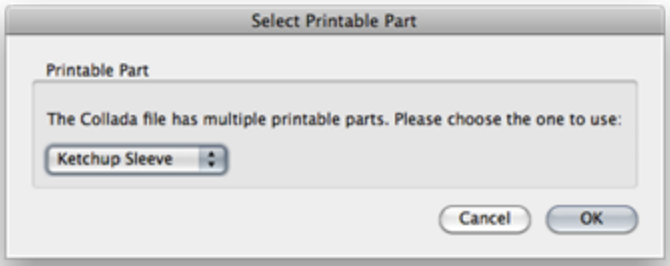
2. Studio Toolkit: Collada Files



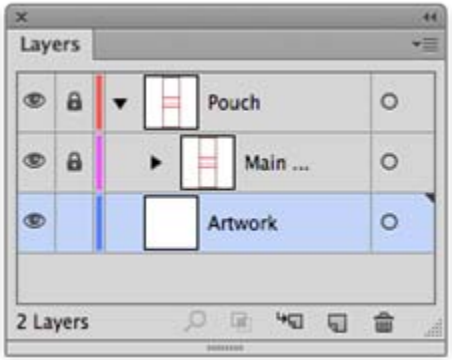
In Studio Toolkit, you save your work as a Collada file (.ZAE)

Place in Illustrator

When you place this collada file, Illustrator, Visualizer, ArtPro or PackEdge will recognize it as a *Structural Design*.

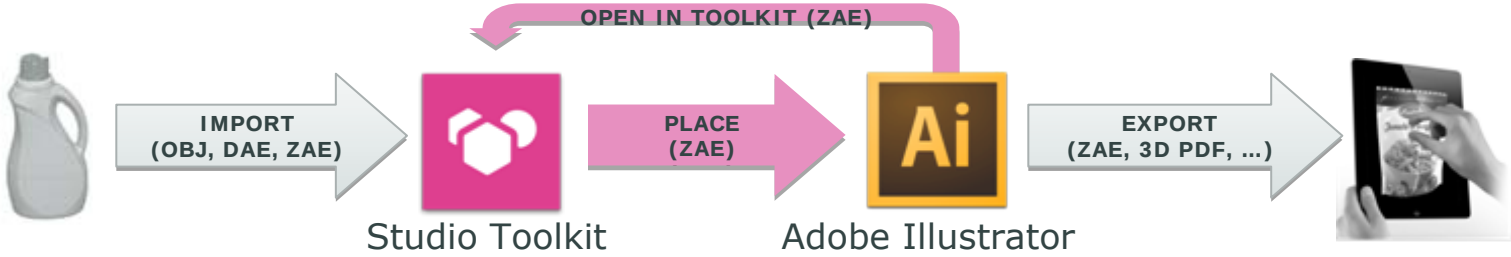


The printable part names correspond to the 2D tab names



The selected key line is loaded as the (locked) CAD layer.

2. Studio Toolkit: Collada Files



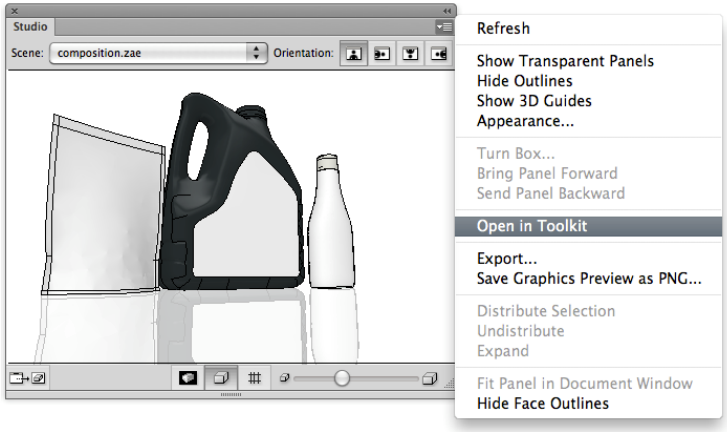
Native I/O

Toolkit can *open* its own collada files.

So if you need to modify a structure you made before, you can open it back in the Toolkit and continue to work where you left off.

Studio Designer has a shortcut for that: "Open in Toolkit"

Collada files from other sources can be *imported* (eg. To add a label or sleeve), but not modified.

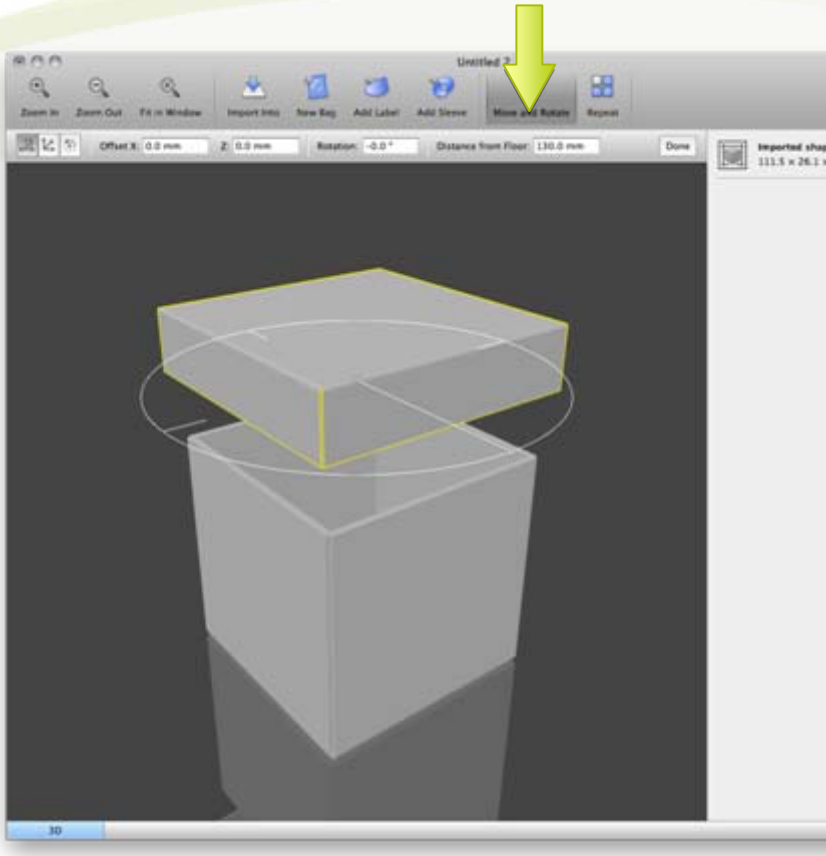


2. Studio Toolkit: Compositing

With the *Move*, *Rotate* and *Repeat* tool you can make 3D compositions of multiple objects: Objects that you made in the Toolkit, or that you imported from another source.

This doesn't require any license.

To keep a clear distinction between structural and graphical assets, we recommend that you first make the composition and only then add the artwork.

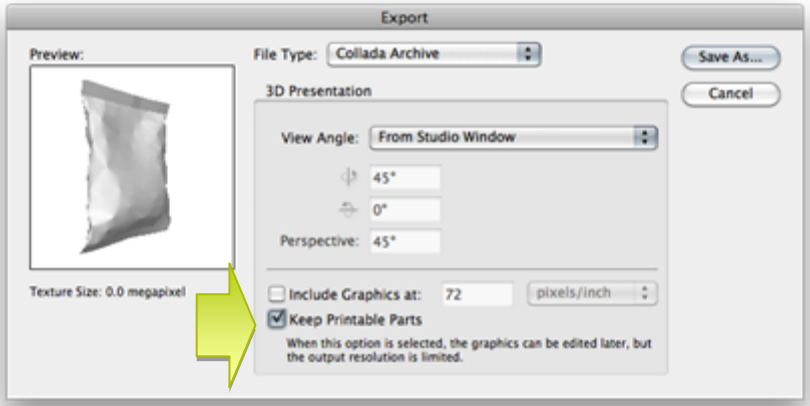


Bags and Boxes

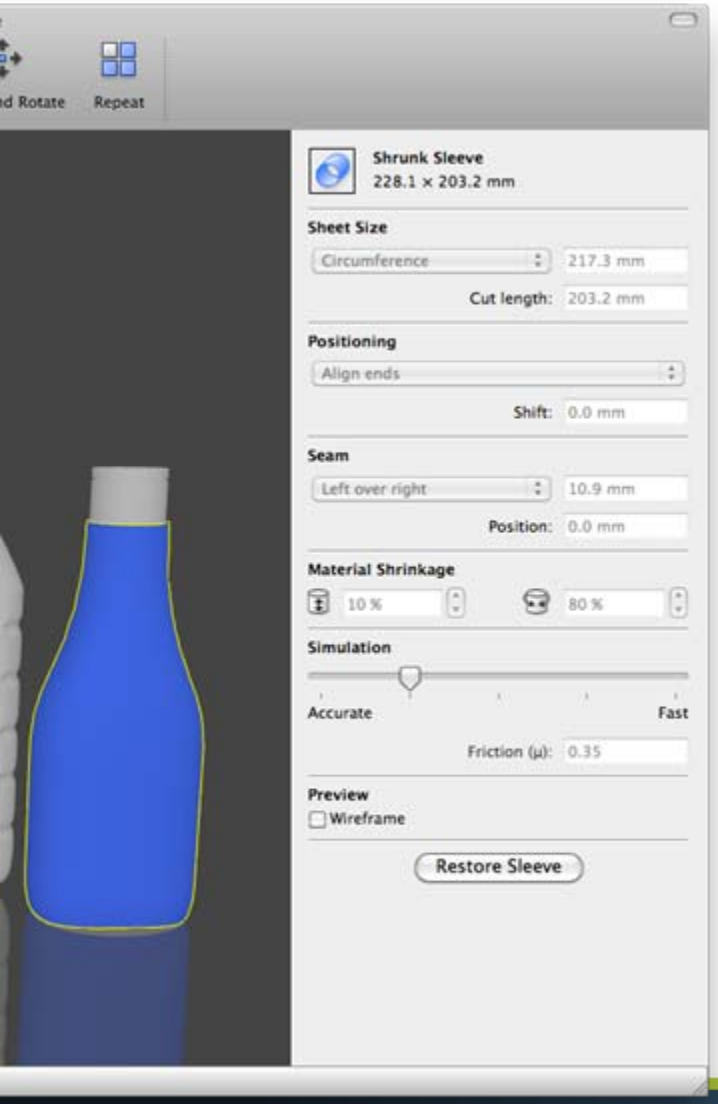
If you need to make compositions of .ARD or .bag files, we recommend that you first convert them to .ZAE with Studio Designer.

Make sure to enable "Keep Printable Parts".

Import these collada files into your composition. (Materials and printable parts will not be visible in the Toolkit interface, but they will be preserved in the output)



2. Studio Toolkit: Shrink Sleeves



The Studio Toolkit has all the functionality of the former *Toolkit for Shrink Sleeve* application and more:

- With native Collada I/O and Undo/Redo it is much easier to make small adjustments afterwards.
- The *Accurate-Fast* slider is more accessible: In the settings panel.
- With the M*ove & Rotate* tool you can fix 3D files with incorrect orientation (eg. Tilted)
- Switch to the 2D tab to see the key-line and align it with an imported image.

The application "Studio Toolkit for Shrink Sleeves" is now obsolete and no longer part of this installation.

2. Studio Toolkit: Flexibles

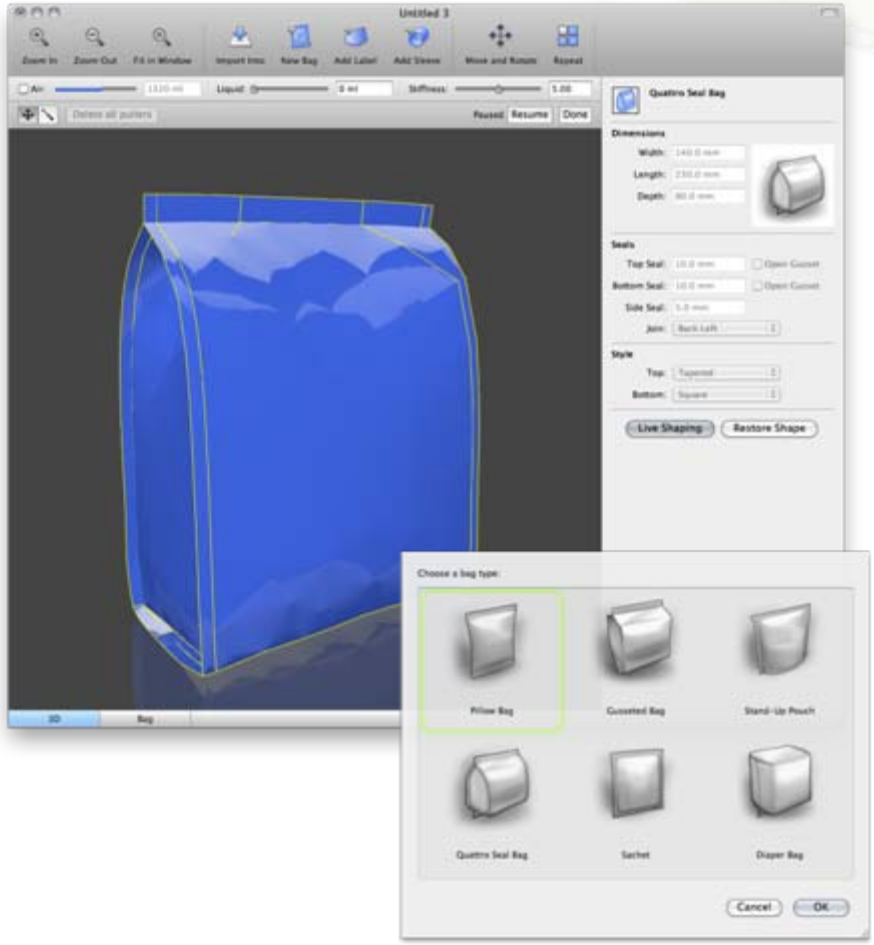
The Toolkit has tools to build flexible bags. However, it does not yet cover all the functions of Toolkit for Flexibles 10 yet.

New:

- Available on Mac *and PC*.
- Instant feedback (2D and 3D) when you modify dimensions.
- Faster live-shaping

Not yet available in this Toolkit:

- Most of the live-shaping tools
- Specify a content object
- Distribute in Studio Designer on flexible models.



For now, the application "Studio Toolkit for Flexibles 10" is still part of this release (for Mac only).

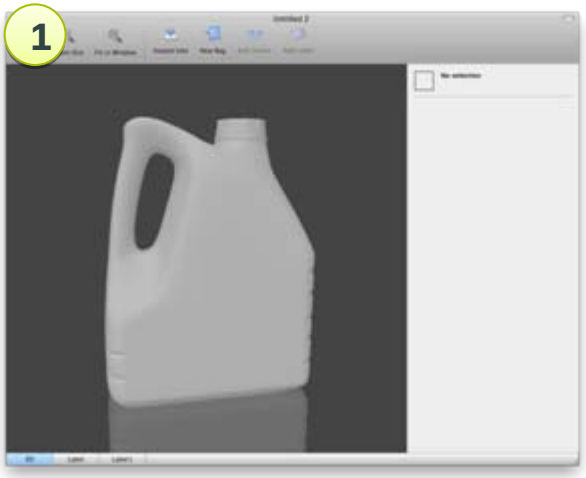
2. Studio Toolkit: Labels

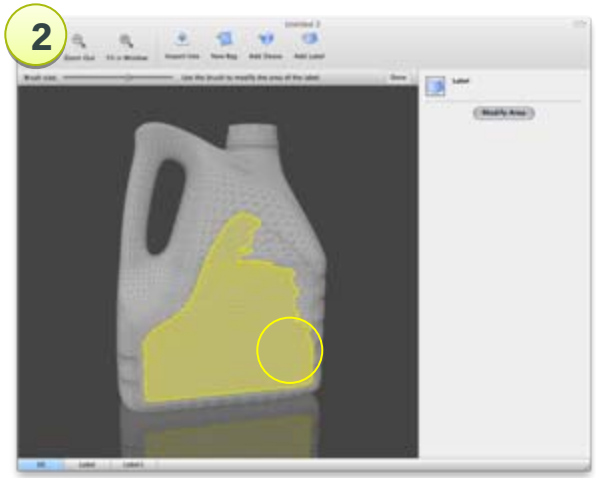
For Round Objects with Cylindrical and Conical Labels:
These features were and remain available in Illustrator.

For Less Regular Objects:
The Studio Toolkit has an exciting new tool to add labels to imported 3D files:

1. Import a 3D file (.OBJ, .DAE, .ZAE)
2. With a brush tool, you can select the area on the object where a label needs to go.
3. A new printable "Label" object is now added on top of the container.

(You can add more than one label)



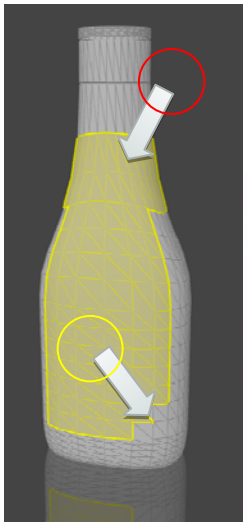


2. Studio Toolkit: Labels

Brushing the Area
Brush outward to make the area larger.
Brush inward to make it smaller.

From 3D to 2D
This tool 'unfolds' the 3D selected area, to determine the 2D shape of the label and the correct artwork mapping.

Edge
The edge of the label will follow the mesh of the imported object. If you need to refine the edge, you can trim the die-cut operation in Studio Visualizer.



Brushing the label in the Toolkit

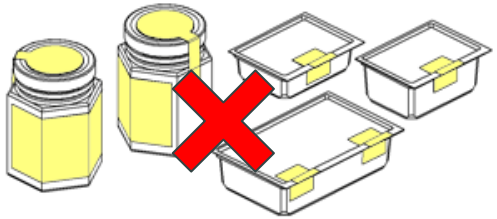
Unfolded Label in the 2D view

Optional: Die-cut for Visualizer to smoothen the edge

For Isolated Labels

The tools is suitable for adhesive, glue-applied and in-mould labels. But not for decoration techniques where the artwork stretches or shrinks substantially.

Also overlapping labels, or labels that bridge gaps are currently not supported.



3. New in Studio Visualizer

Speed and Memory Improvements

1. Faster rendering, (higher real-time frame-rate) especially when rendering complex geometric objects and array layouts.
2. Faster print-modeling: It takes on average 20% less time to update a model after you made a change in the operation stack.
3. Less Memory: Visualizer is on average 35% more memory efficient. This reduces the risk that the application runs out of memory and becomes unstable.

Pantone+

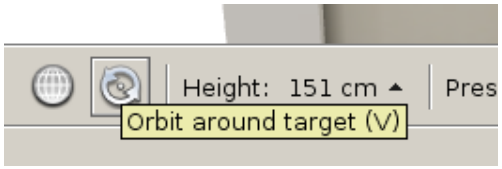
Like with the other Esko software, the Pantone color books have been adjusted to the Pantone+ guide.

The Pantone+ colors replace the previous Pantone color definitions, so some color differences can occur.

4. New in Studio Store Visualizer

This release of Store Visualizer has a much simplified user interface:

- Easier navigation tools
- More consistency (e.g. Array vs. Object create tool)
- More keyboard shortcuts, and easier to discover with tool tips:



- Redesigned toolbar with less clutter:

4. Studio Store Visualizer

These sections no longer change their order if you collapse or expand them.

We simplified to toolbar to 4 toolsets.

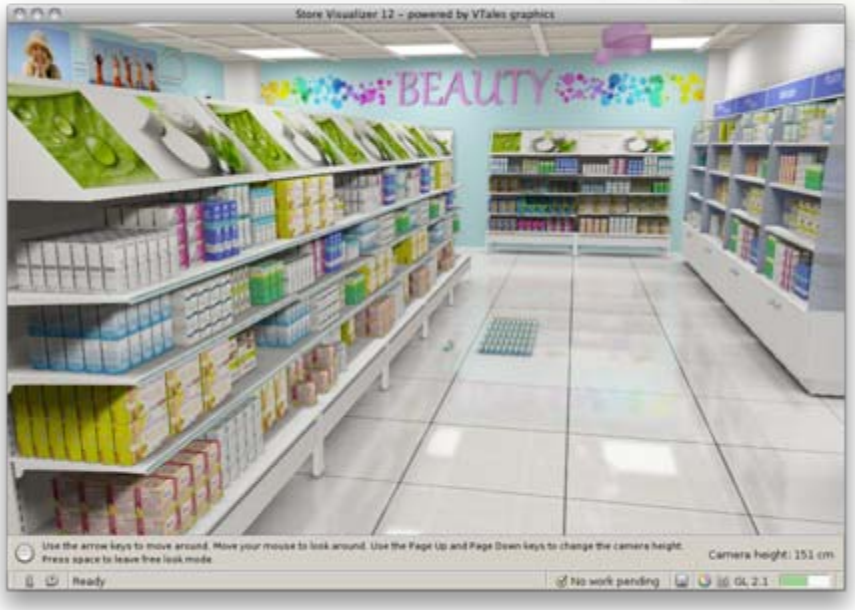
Tool settings only appear when relevant.

Check out “More Actions” for advanced tasks.

4. Studio Store Visualizer

Better Navigation

- To avoid confusion: The settings panel is hidden when in *Free Look* mode.
- Better defaults:
  - Walk at fixed height
  - Realistic height and speed presets
  - Go smoothly between camera presets

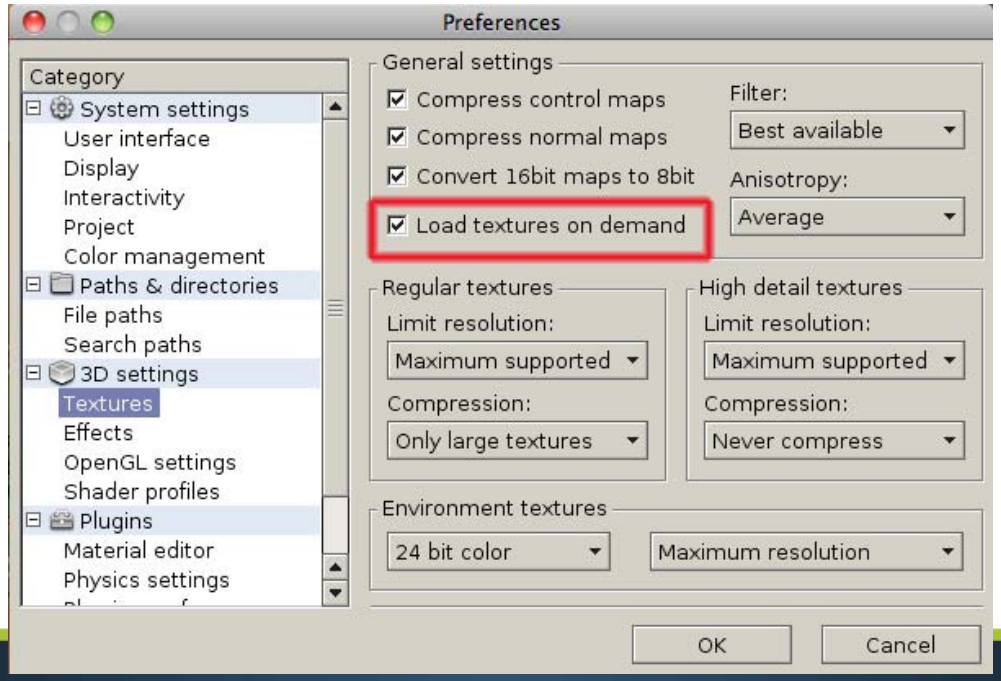


4. Studio Store Visualizer

Option: Load Textures on Demand

This new option allows you to organize your models into larger libraries, without necessarily using more VRAM.

When the option is enabled, the models of a library are only loaded into Video RAM the first time they are displayed in 3D (incl. the Model Browser)



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