What’s new in Store Visualizer 18?
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Even more realism for refractive products

- **Liquids animate** based on physics
- **Labels are visible through refractive products**, including back printed labels
- **Local environment raytracing** – shelves, furniture, other objects appear through refractive products
- Additional color layer for refractive materials
- Multi-layer refractions for concave objects
- Anti-aliasing of refractions (Windows only)
Even more realism for refractive products
Increased productivity through performance improvements

- **Refractions:**
  - Precision and performance improvements
  - Refraction maps moved into the library, speeding up load time

- **Libraries:**
  - Libraries and projects can now exceed 4 GB size
  - Libraries easily be reorganized by dragging models and resources
  - Saving Libraries is 2x-10x faster

- **Model Browser:** reflects the environment

- **Movie Export:** up to 40% faster

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