What’s new in Store Visualizer 16.1.2?

November 2017 Release

Susie Stitzel
Product Manager – 3D Solutions
susie.stitzel@esko.com
Latest and greatest system support

**macOS High Sierra**

<table>
<thead>
<tr>
<th>macOS</th>
<th>10.10 (Yosemite), 10.11 (El Capitan), 10.12 (Sierra), 10.13 (High Sierra)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows</td>
<td>Windows 7, Windows 8, Windows 8.1, Windows 10</td>
</tr>
</tbody>
</table>
Improved refractive raytracer, allowing for considerably **higher quality on refractive products with many small details**

Absorption strength of the outer refractive material can now be increased further, this allows for **more realistic colored refractive plastic**.

**Removed object duplication during a rotation**, as this would often lead to accidental object duplication and multiple objects on top of each other.

The distances of **shelf panels, shelf bases and furniture can be** directly typed in now, i.e., **numerically placed**
Movie Timeline

- Events on the timeline can now be moved, resized and deleted “in-place”, without moving the following events (by pressing SHIFT while interacting with the event).

- A time-in marker was added to set the starting position on the timeline for movie export.

- The current playback position cursor now automatically scrolls the timeline during playback and when it's dragged by the user.

- A product viewer event now stays active while adjusting a camera event at the same time, even when going to freelook mode. This makes product viewer events a lot easier to adjust.
VR

- **Physics is now operational in VR**: products can be picked up and manipulated using the VR controllers with full physical simulation.

- When **picking up a product using a VR controller**, the product will now keep its orientation, **making the pick-up experience more intuitive**. It can still be automatically snapped on top of the VR controller for better inspection by pressing the Grip buttons (on the Vive) or the A/X buttons (on the Oculus Touch).

- Made the **Oculus Touch controllers less sensitive during navigation**