

What's new in Store Visualizer 16.1.2?

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Latest and greatest system support



macOS High Sierra

macOS	10.10 (Yosemite), 10.11 (El Capitan), 10.12 (Sierra), 10.13 (High Sierra)
Windows	Windows 7, Windows 8, Windows 8.1, Windows 10

General

- 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**

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