

## Vivien 2020 Release Notes

Welcome to Vivien 2020! (If you are a new user, it is recommended that you watch [these videos](#) in order to learn the basics of using Vivien.) These Release Notes are intended primarily for users who are familiar with Vivien; they provide information about new features, updates and bug fixes that were implemented in Vivien 2020.

Other documentation resources for Vivien include the User’s Guide found in the Windows Start menu, which provides information about all of Vivien’s functions and features; the [Tips and Tricks](#) section of our website, which offers tutorials for using various features; and our [Forum](#), which is the best place to find answers to usage questions – and/or to ask such questions.

### New Features

**Conversion to 64-bit architecture.** Vivien is now a 64-bit application, which improves the stability and performance, and removes the limitations that are associated with 32-bit software, specifically the amount of memory available to the application. The “conversion” to 64-bit was by far the most massive undertaking in the history of Vivien (aside from the initial creation of the software, of course) and we could not be more excited to deliver it!

The 64-bit architecture brings several changes to Vivien 2020:

- More system memory, so you will be less likely to encounter the “Out of Memory” errors while using the application.

**Important Note.** With more memory available, Vivien files can now grow in size, and even become “bloated” with unnecessary geometry, so please take *proper* advantage of the additional memory available: just because you can create larger and more complex files, doesn’t mean you would necessarily benefit from doing so. Larger files will require more memory and more calculations to perform updates while working with them, leading “back” to performance issues. All this considered, working with optimized files remains as important as in all previous versions. Please [click here](#) for general tips on how to improve Virtual View Performance, and [here](#) for information on geometry optimization; note that these materials refer to CAST’s other software, wysiwyg, but the same principles apply in Vivien (the “Shaded View” referred-to in those materials is wysiwyg’s name for Vivien’s Virtual View).

- Significant improvements to Wireframes’ performance, so you will spend less time waiting for Vivien to complete object manipulations in files for large events, and more time designing the events.

While all attempts have been made to convert all features to 64-bit, it was not possible to keep the Render Wizard’s *Internal Rendering* option, so all rendering is now performed with the Background Rendering Manager, which remains as a separate 32-bit application. (Note that as a result, render jobs are limited by the amount of memory supported by a 32-bit application; this is another reason to keep your files as optimized as possible.)

Finally, in order to take advantage of the following features, you will have to acquire the 64-bit variants of the supporting third party software:

- For PDF floorplan importing (i.e. a PDF that you import doesn't appear as it should): 64-bit Ghostscript
- For video file playback ([click here](#) for more information): 64-bit video CODECs

**Alternate Insertion Points.** Much like Library Items, native 2D and 3D objects may now be inserted from all their corners, or other logical points. For example, a Riser may be inserted from the middle of its front bottom edge, instead of only its bottom left corner. To select a different insertion point, simply right-click before placing the object.

**Texturing with Normal Map Images.** Special "Normal"-type images may now be applied to objects in order to make them appear three-dimensional without actually modifying their geometry; the perceived visual effect is that of a fragmented surface, with high and low points that correctly interact with light. For example, adding a matching Normal Map to an object textured with an image of bricks will result in the mortar between the bricks appearing "lower" than the bricks themselves, and the bricks casting shadows onto the mortar. [Click here](#) for a sample and to learn how to use this feature. (Please note that this video, like the tips mentioned above, also refers to wysiwyg.)

**Light Emission Glow.** This new option produces a glow effect for all Light Emitting objects; the glow does not cast light onto surrounding objects (continue to use Global Illumination for that purpose) but simulating objects such as LED tape/rope or light boxes is now more realistic. To enable it and control the amount of glow, access the Virtual View's *View Options > Visual Effects* tab. [Click here](#) for a sample.

**Ground Smoke Edge.** This new slider allows the edge of Ground Smoke to be controlled by increasing it for a more defined edge or decreasing it for a more blurry edge. It is found in the Virtual View's *View Options > Environment* tab.

**Display Cameras in Virtual Views.** Cameras are now visible in Virtual view to help you understand/visualize their position and orientation; their names are displayed when the cursor touches camera object.

**Virtual View Recording.** Virtual views may be recorded in real-time and saved as a video clip (.MP4 file) natively within Vivien. This eliminates the need to use screen recording software such as CamStudio (which was packaged with Vivien but is no longer supplied) in order to video-record camera fly-throughs, lighting state changes for your events or anything else displayed in the Virtual View. Use the new *Shaded View Output* tool in Virtual View to define the recording parameters, and to start and stop recording.

**Ultra High Image Export.** This new Virtual View export option becomes available only if the computer on which wysiwyg is running is equipped with more than 8GB of video RAM; exporting with this option enabled results in a higher fidelity/"crisper" image than available in the Virtual View, featuring more defined beams and less aliasing. [Click here](#) for a sample.

## Enhancements and Updates

**Custom Gobos.** Vivien's Custom Gobo system has been improved. It is now harder to reach the maximum of 12 Custom Gobos within a file because the gobos which have been made available to other files are no

longer automatically imported into new files, but must be added via the new option in the Custom Gobo Wizard. In addition, deleting unwanted Custom Gobos is easier.

**Mesh Decimation for Wireframes.** Enable the *Reduce Polygons in your Wireframe Model* option while importing a 3D model and choose the percentage by which to reduce the number of lines used to display the model being imported in Wireframe views. Choosing a low percentage will improve wireframe performance for geometrically-complex models. Note, however, that only enabling this option (i.e. but not the one above it, *Reduce Polygons in your Model*) will result in better Wireframe performance, but poor Virtual View performance. Therefore, if the model being imported requires decimation, it is best to enable both options (and, ideally, choose the same percentage value for both).

**New options for Base Point Location.** Two options have been added to this setting (used while importing 3D models): *Don't Change* and *Averaged Center*.

**Reduced memory use and file size for DWG/DXF imports.** Vivien 2020 supports a nested Library Item structure for Library Items created by importing nested Blocks from DWG/DXF files. While this feature has no exposure to users, its function is to lower memory usage and create smaller files. Note, however, that it does impact Vivien's Purge command, and it may now be necessary to run the Purge command several times to fully purge unused imported DWG/DXF Library objects, because a lower-level Library Item will remain in use until its top-level Library Item has been delete/purged.

**Layout Title Variable.** This variable was added to Reports and Spreadsheets. After assigning it to a Smart Cell, the contents of that cell will be replaced with the name of the Layout into which the Report or Spreadsheet was inserted (but when viewed in the Report or Worksheet that cell will display *[Layout Title]*).

### Enhancements and Updates to Virtual Reality (VR Mode)

- **Companion Mode.** When enabled, you can control VR features on behalf of the person experiencing VR, making their experience more immersive.
- **Gestures.** Use the right-hand controller to make Gestures to move up and down or turn left and right.
- **Teleport to Camera.** Point to any Camera and teleport to it, to "see what it sees".
- **Mini Map.** Navigate and re-orient yourself in VR using a high-level view of your event.
- **Smoke Effects and Reflections.** These are now available in VR.

### Render Wizard Updates

- **The internal rendering engine is no longer available.** This change was necessitated by the conversion to 64-bit. As a result, the Internal and Save Image options have been removed from the Render Wizard. The only remaining option is External Rendering, which sends the render job to the Background Rendering Manager; this will continue to be maintained as a separate, 32-bit application.
- **Render Previews are no longer available.** The Render Preview window in Steps 7 and 8 of the Render Wizard will not display anything because the necessary functionality to create a preview is no longer available within Vivien. The sliders for Saturation and Brightness will continue to work like before, but you will not be able to view their changes in the Render Wizard.

- **Save Multiple Renderings at once.** The Background Rendering Manager has been updated to allow saving multiple renderings at once by selecting multiple completed render jobs and clicking the Save button; the resulting image file names will be the names of their respective render jobs.

### Other Enhancements and Updates

- It is now possible to import .SKP files saved in the SketchUp 2017 (and later) format.
- It is now possible to hide all hang structures in Virtual View in order to improve performance.
- Vivien can now import (Open/Merge) [GL Transmission Format \(.gltf\) files](#).
- Rotated text in Layouts now rotates back to horizontal while it is being edited.
- Since Reports and Spreadsheets with a high number of rows cannot fit on a Layout, Vivien will no longer display these if they contain more than 200 rows.
- The amount of Video Memory on systems utilizing AMD GPUs is now reported correctly.
- The default Color for the Dimensions layer (which gets created when the first Dimension is added to a file) has been updated to Orange, and its Print Color is now Gray.

### Fixed Issues

- Fixtures saved within Insertables now insert at the intended coordinates.
- In most cases, Vivien's menus and other user interface elements should no longer become unresponsive while video is playing; this may still happen when using very complex files.
- All Event Info Favorites are now correctly saved.
- Multiple sorting issues have been addressed.
- The crash experienced when a Report or Spreadsheet cell contained more than 255 characters has been resolved.

### Library Additions

Soft-edge fixtures, which increase lighting realism in the Virtual View. You will find these in the *Lighting Library > Soft Lights* folder.

Laser fixtures, found in the *Lighting Library > Lasers* folder.

### Known Issues

[Click here](#) for a list of all known issues in Vivien 2020.

### Other Useful Information

#### Compatibility with wysiwyg

Vivien 2020 is fully compatible with wysiwyg R44, and vice versa. Therefore, a wysiwyg R44 file will open in Vivien 2020 (and Vivien 2020 files will open in wysiwyg R44). Note: in order to correctly open a wysiwyg (.wyg) file in Vivien, you must [download](#) and install the *wysiwyg R44 Compatibility Pack for Vivien 2020*.

## **System Requirements**

[Click here](#) for the current system requirements. Note that as of this release, the Windows 7 and Windows 8.1 operating systems are no longer supported. If you are looking to purchase or build a new workstation for Vivien, reading our [Hardware Guide](#) is strongly recommended.

## **Membership Requirement**

In order to use Vivien 2020, the Membership on your dongle must expire no earlier than December 2019.

## **Copyright Information**

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