Vivien 2024 Release Notes

Welcome to Vivien 2024! (If you are a new user, it is recommended that you watch [these videos](#) and/or read through the Quick Start Guide installed together with the software, 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 2024.

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

Point Light. A fixture named **Point Light (Invisible Body)** has been added to the Vivien Library. This fixture may be used to simulate ambient light in an enclosed space with more realism than **Ambient Light** can provide, because objects illuminated by it produce shadows. This fixture is a lot more computationally expensive than Ambient Light; as such, using it, especially in great numbers, will cause performance to degrade – but the degree of degradation will depend on the number of Point Lights in the file, as well as the file's complexity. <u>Note</u>: this fixture cannot render (i.e., via the Background Rendering Manager); it <u>does not have a body</u>, and thus it appears only as a short line in 3D Wireframe Views; <u>it does not appear at all in Virtual Views – *until it becomes selected*</u>.

To use the Point Light: search for it by name, or navigate to it within the Library Browser's *Lighting* tab, insert one or more (as sparingly as possible), switch to *Lighting Wireframe / Lighting Quad / Virtual View*, select it, and change its intensity (and its colour, if desired) via the *Light Tool*. Since the fixture cannot be selected by clicking on it or via click-and-drag after *Virtual View Selection* has been activated, to select it in Virtual View or in the Lighting Quad's Virtual View pane, right-click and then click *Select Fixtures by Type > Point Light (Invisible Body)*; alternatively, click on any *Fixture Group* to which it has been added.

Footprint Focus. In Vivien 2023 and earlier, special copies of fixtures had to be inserted when a "soft" (blurry) beam footprint/edge was required (i.e., as opposed to a sharp edge) for fixtures such as the Theatre Light or the PAR Light. While these fixtures remain available in Vivien 2024, it is now also possible to adjust the focus of non-"soft" fixtures using the new Footprint Focus option that has been added to the Light Tool. **Notes**:

➢ Only fixtures which output a beam are able to take advantage of this feature.

➢ Once enabled, this option <u>applies to *all*</u> Looks: it is not possible for the same fixture's beam footprint to be soft in one Look and sharp in another.

To use Footprint Focus: working in *Virtual View* or in the *Lighting Quad* tab's Virtual view pane, enable the *Light Tool*, select a fixture which can have its footprint focused, tick the *Enable* checkbox in the new *Footprint* section of the *Light Tool*, move the *Footprint* wheel up/down (or click the *Min* or *Max* buttons) and watch the beam footprint soften/sharpen. (The effect is not visible in *Lighting Wireframe* or in the *Lighting Quad* tab's Wireframe panes.) Alternatively, use the numeric entry field between the *Min* and *Max* buttons to enter the distance at which focus will be at its sharpest. Tick the *Focus Lines* checkbox to display

yellow lines with a ball at their ends, which indicates where focus is sharpest. Access fixtures' *Object Properties* and switch to the *Fixture* tab to change their *Focus Range*.

New Wireframe Beam Representation Options. The **Wireframe Beam Representation** options have been overhauled for greater flexibility and now consist of the following:

➢ **Beam Center Line**: when enabled, a single line appears in the Wireframe, which connects the fixture's lens to the object(s) that block(s) the beam.

➢ **Beam Footprint**: when enabled, an outline appears where the fixture's beam intersects the objects that block the beam.

➢ **Beam Cone**: when enabled, two lines appear (always two) which connect the fixture's lens to its beam's footprint.

To enable/disable these options: access the *OPTIONS* menu, click *Document Options* and switch to the *Fixtures and Beams* tab.

New Lens Flare Engine. Vivien 2024's overhauled lens flare engine greatly improves lens flares for fixtures whose lens ("face") is not circular, by making the flares conform to their shape; for example, rectangular panel-type fixtures, no longer display round flares. It also improves the realism of lens flares that appear for fixtures fitted with gobos. **Important**: as a result of this feature being added, Virtual View Options may need to be adjusted when files created in Vivien 2023 or earlier are opened in Vivien 2024.

To use lens flares. They are enabled for all fixtures, and therefore nothing is required to use them, aside from ensuring that the *Lens Flare* slider in fixtures' *Properties > Fixture* tab and/or the same slider in the Virtual View's *View Options > Simulation* tab is not set to zero.

Updates and Enhancements

➢ *Fixture Groups* **may now be created while working in Drawing Wireframe or in Drawing Quad.** (Previously, they could only be created while working in the *Lighting Wireframe*, *Lighting Quad* and *Virtual View* tabs.)

➢ *Cameras* **may now be selected in** *Virtual Views* **via the right-click menu**, by accessing the new *Select Camera* option. This is especially useful when working in *Popup Frames* or *Fullscreen*, where the *Camera* toolbar has no effect.

➢ **The Library Objects which are automatically created when 3D objects (in .3DS, .FBX, .DAE, .OBJ and .glB/.glTF format) are imported, retain smoothness and/or texturing** – as long as they were saved with textures and/or smoothness by the software that was last used to author them.

➢ It is now possible to **select a Scene when exporting to DWG or DXF**, making this process more efficient, as individual Layers no longer have to be selected.

➢ **The resolution of images projected by Projector fixtures has been increased.**

➢ **Portrait-type Aspect Ratios** have been added to Cameras.

➢ Fixtures' **Source Discs no longer over-saturate**: they now display colours as if viewed by a human eye, (no longer as if being viewed through a camera).

➢ It is now possible to **Batch-Export Looks** (in addition to Cameras).

- **To open the Colors dialog from the Light Tool, the color box to the right of the Color Picker must now be double-clicked.** It is no longer possible to do this double-clicking on the *Light Tool*'s *Color Picker* because this would inadvertently cause the colour that's been selected in the *Color Picker* to change.
- **The list of *Custom Colors* defined via the *Colors* dialog that's accessed via *Objects' Properties* and via the *Light Tool* is now shared between object colours and light colours.**
- **Shortcut tabs now automatically scroll down when new shortcuts are created**, for a visual confirmation that the shortcut was added.
- The *Purge* function has received a new option to **scan for Orphaned Shortcuts**: with the addition (to Vivien 2023) of the option to automatically create *Shortcuts* for *Library Items* as these are being inserted, *Shortcut Bars* can become crowded with *Shortcuts* for items that were inserted and then deleted. *Purge* is now able to identify such *Shortcuts* and offers to remove them all at once. (All *Shortcuts*, including orphaned ones, continue to be deletable by right-clicking on them or via the *Manage Shortcuts* dialog.)
- A **Global Illumination Refinement Rate** option has been added, which allows the user to choose how quickly the effect will be computed (by the video card). This can be set to *Low*, *Medium*, *High* or *Instant*. The higher the setting the quicker the calculation is performed – naturally, at the cost of decreased performance, especially if the Camera is being moved around; as always though, this greatly depends on file complexity and on the hardware being used. The *Low* and *Medium* settings are recommended for complex files and when playing back a Camera Path; *High* may be used as well, but performance will likely be affected on lower-end systems and those without a dedicated video card; *Instant* is only recommended for high-end systems with a dedicated high-end video card.
- **CTRL+SHIFT+C** is now the keyboard shortcut for the **Clone Along Pipe** function.
- Since it is more common for a **Text Label** with a Callout to require its **Lock Callout Position** to be enabled, this option is now **enabled by default**.
- A **Medium-Large Projector** has been added to the Library.

Fixed Issues

- Light Emitting objects are once again selectable in Virtual Views.
- The Light Emission Glow effect, along with the glow effect from LED Tube fixtures now appears in Panorama images.
- Transparent objects no longer appear "banded" when Alpha Beam Shadows are enabled.
- The colour assigned to Text Labels is now accurately reflected in Layouts.
- Custom Library Items created from 3D meshes that were imported from .DWG or .DXF files now always display correctly (in full) when inserted.
- User-installed OpenType fonts are found on the system and correctly used when a file is opened.

Known Issues

Known Issues are published on our website; [click here](#) to access them.

Other Useful Information

Membership Requirement

To use Vivien 2024, the Membership on the dongle must expire no earlier than **December 2023**. The software may also be used with a Lease dongle on which the Lease has not yet expired.

Compatibility with WYSIWYG

Vivien 2024 is fully compatible with WYSIWYG 2024, and vice versa. Therefore, a WYSIWYG 2024 file will open in Vivien 2024 (and Vivien 2024 files will open in WYSIWYG 2024). Note: the WYSIWYG 2024 Compatibility Pack for Vivien 2024 must be installed in order for WYSIWYG 2024-native files to open in Vivien 2024 and ensure that nothing is lost when these files are saved.

System Requirements

Click here for the current system requirements. Vivien 2024 can only install and run on the Windows 10 and Windows 11 64-bit operating systems. In case you are looking to purchase or build a new workstation for Vivien, reading our Hardware Guide is strongly recommended.

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