

Vivien 2025 Release Notes

Welcome to Vivien 2025! (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 2025.

New Features

Real People

A variety of nearly sixty modern people models have been added to the Library, in various poses and styles of clothing.

To use the real people models, add them to your file from the (Objects) Library > *People & Mannequins > People – Generation 3 - 2025* folder. Once inserted, access their *Properties > Appearance* tab to change their Elements' texture (*Image Source*) and, if desired, enhance the texture with a Normal Map; the *Tint* and *Materials* options may also be used, as always before, to alter Elements' colour and further enhance their appearance, respectively.

Updates and Enhancements

- Truss objects export to .DWG/.DXF as “complete” 3D models (i.e., with cylindrical chords and cross-members) by default. (If desired, they can still export as lines, like they always did until now.)
- Custom Library Items that were created strictly from imported 3D models and saved at the Application Level (i.e., “made available to other documents”) now remain smoothed (if they imported as such) and retain any and all textures they were initially imported with.
- Textures and Normal Maps may now be applied to Library Objects.
- The Shaded View's Sketch option received two new modes, Color and Color Fixtures. When the former is selected, all objects (including fixtures) display in their layer's colour, while when the latter is selected, only fixtures display in their layer's color. As a result of this change, the “classic” black-on-white option has been renamed to *Default*, and *Invert* has been renamed to *Black Background*.
- The number of reflective surfaces has been increased to 20; the same rules apply, though: while a Sphere is considered a single reflective surface, a Riser has six reflective surfaces.
- Improved docking behaviour for Designer Tools.
- The Shortcuts list automatically scrolls to display a new shortcut that was created.
- All Camera objects are now affected by the Camera Objects options in Document Options.

Fixed Issues

- Global Illumination settings now save with Shaded View Profiles.
- The issue which, on rare occasions, caused some fixtures to output two beams has been fixed.
- Importing issues resulting from DWG files which contained Leader lines have been addressed.

- All Insertables appear once again after the Insertables *Category* is switched to *All*.
- The Average Center 3D Model import option now also accounts for Z-up.
- User Origin is now considered when exporting to DWG.
- When drawing Dimension objects, it is once again possible to select any layer to place them onto.
- Overly-large meshes will no longer corrupt .vvn files – but this still doesn't mean it's a good idea to import them.
- Addressed multiple issues related to DWG exports, such as incorrect scale of Pipe objects, and incorrect location and rotation of Dimensions.
- CTRL+SHIFT+D is once again the keyboard shortcut for the Distribute Between Two Points function.

Other Useful Information

Membership Requirement

To use Vivien 2025, the Membership on the dongle must expire no earlier than **December 2024**. The software may also be used with a Lease dongle on which the Lease has not yet expired.

Compatibility with WYSIWYG

Vivien 2025 is fully compatible with WYSIWYG 2025 Update 1, and vice versa. Therefore, a WYSIWYG 2025 Update 1 file will open in Vivien 2025 (and Vivien 2025 files will open in WYSIWYG 2025 Update 1). Note: the WYSIWYG 2025 Compatibility Pack for Vivien 2025 must be installed in order for WYSIWYG 2025-native files to open in Vivien 2025 and ensure that nothing is lost when these files are saved.

System Requirements

[Click here](#) for our Hardware Guide, which is the key to understanding how Vivien uses various system components (CPU, GPU, RAM, etc.) and to making decisions regarding what hardware to purchase or what to look for in an “off-the-shelf” system. [Click here](#) for additional information as well as for a list of system requirements.

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