Viz Artist Release Notes

Version 5.2

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Technical Support

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at www.vizrt.com.

Created on

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1 Viz Artist 5.2.1

Release Date: 2024-03-20

These are the release notes for Viz Artist version 5.2.1. This document describes the user-visible changes that have been made to the software since release 5.2.0.

1.1 Fixed Issues

Summary	Key
Layer plugin does not update when switching instances	VIZART-4845
Incorrect Sorting in Import View	VIZART-4830
Color correction does not list values	VIZART-4822
Import panel does not properly handle folder shortcuts	VIZART-4806
Modified Date/Descending sort order doesn't get updated automatically	VIZART-4802

5 issues

2   Viz Artist 5.2.0

Release Date: 2024-02-07

These are the release notes for Viz Artist version 5.2.0. This document describes the user-visible changes that have been made to the software since release 5.1.1.

> ⚠ **Note:** Viz Engine maintains its release notes in a separate document starting from version 3.12.0.

2.1   Installer Notes

2.1.1   General

The Software ships with a bundle installer containing all necessary components. It is recommended to use the bundle installer when setup needs to be done manually.

- Viz Artist is installed in *C:\Program Files\Vizrt\VizEngine\VizArtist*.
- Visual C++ Redistributable files are not part of the msi-setup file anymore. These files are now installed with the bundle setup application (VIZENG-13210, VIZENG-12629, VIZENG-12701).
- The new bundle setup application installs or upgrades Viz Artist together with its required Visual C++ Redistributable files (VIZENG-12936, VIZENG-13804).
- All files contained in the bundle setup application can be extracted using the `/dump` commandline option. This creates a sub-folder where the files are extracted (VIZENG-13020).
- Multiple installations of Viz Artist are not supported.
- The installer automatically upgrades (replaces) any existing Viz Artist 3.x installation. However, downgrading is currently not supported (VIZENG-7098).
- The installer package is digitally signed (VIZENG-7378).
- The user account must have *SeCreateGlobalPrivilege* (SE_CREATE_GLOBAL_NAME) enabled.

2.1.2   Windows

This software has been tested to run on the following systems:

- Windows Server 2019
- Windows Server 2022
- Windows 10 (LTSC 1809)
- Windows 10 (LTSC 21H2)
- Windows 11

> ⚠ **Note:** Only English language Operating Systems are supported.

- It is recommended to install the latest Windows Security Updates and Patches, except Nvidia drivers.

- Dot.NET Framework 4.5 or higher is required (VIZENG-6036).
- Minimum Windows Installer version is now 5.0.0.
- To run Viz Artist/Viz Engine without Administrator privileges, you need to grant the following permissions:
  - *SeIncreaseBasePriorityPrivilege*
  - *SeCreateGlobalPrivilege*
  - *SeCreatePagefilePrivilege*
  - *SeIncreaseWorkingSetPrivilege*

> ⚠ **Note:** Viz Artist requires a minimum resolution of 1920x1080 pixels.

2.1.3   Windows

- Network shares are not accessible from within Viz Artist when UAC is enabled or when running on Windows 10. The Viz Configuration page **Local Settings** has been extended for enabling Network drive linking (VIZENG-15594, VIZENG-15319).

2.1.4   UAC

- Viz Artist is UAC aware. Log-files and additional files are stored in *%VIZ_PROGRAMDATA%*, which defaults to *%ProgramData%\Vizrt\VizArtist*. Configuration-files and profiles are stored in *%ProgramData%\Vizrt\VizEngine.* Temporary data is stored in *%VIZ_TEMPDATA%* which defaults to *%TMP%\Vizrt\VizEngine*. The default value can be changed in *viz.cmd* or on the command line of *viz.exe*.
- Starting Viz Artist shows a UAC popup for *VizStarter.exe* (VIZENG-8683).

2.2   New Features

Summary	Key
Add image format information in the image editor window	VIZART-4644
Add single-line layout to Asset View list view	VIZART-3389
Added Keep Last Frame option to the Config on the Unreal Engine separator	VIZART-4698
Allow to canceling creating an archive	VIZART-861

Summary	Key
Apply an environment map from Asset View's context menu	VIZART-4587
Better Subscene Integration in Scene Overview	VIZART-4499
Control Object should show the container name	VIZART-4751
Displaying Links takes a very long time or hangs Viz 5 for assets that have tens of thousands of references.	VIZART-4671
Enable Adding Special Characters in Text Editor by Double-Clicking	VIZART-4405
Enable Check In/Out Functionality for Multiple Selection in Asset View	VIZART-4368
Import - Delay when trying to open network mapped drives	VIZART-4647
Improve handling of referenced Materials	VIZART-3735
Internal Image Editor Improvements	VIZART-4528
Layout improvements	VIZART-4589
Make keyframe button more prominent	VIZART-4665
Possibility to add Fonts and GEOMs to favorites via Context menu	VIZART-4454
Remember selected workspace after Artist restart	VIZART-4677
Search settings are not resetting automatically - Show indication symbol	VIZART-4433

Summary	Key
Size and resolution of a texture on material definition missing	VIZART-4257
Sort order when importing archives	VIZART-4466
Toggle to set the director settings to frames/fields	VIZART-4640
Transformation Editor Improvements	VIZART-4579

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2.3   Fixed Issues

Summary	Key
Can't reset stop keyframe name	VIZART-4761
Image Editor: Image Format preview (RGB, RGBA, ALPHA) is missing	VIZART-4749
Replacing font on multiple containers not working	VIZART-4746
Classic Renderer - Cursor in text editor jumps back to previous line after new line added	VIZART-4726
Undo/Redo does not work for materials	VIZART-4710
Delete key not working on some machines	VIZART-4700
Spaces inside the scene name no longer automatically converted to underscores	VIZART-4678

Summary	Key
Undo Redo beyond 1 step is not working	VIZART-4653
Matrox File Writer gets unusable until Artist restart	VIZART-4649
Not possible to overwrite post render clips	VIZART-4642
Matrox File Writer missing settings	VIZART-4641
Default Split mode "To existing Director" doesn't work	VIZART-4639
Hovering over a "recently used" asset displays UUID instead of its name	VIZART-4637
Bookmark order seems to be completely random	VIZART-4630
Bookmarks are only updated after an Artist restart	VIZART-4629
SoftClip plugin browser doesn't remember clip path	VIZART-4628
Modification dates do not refresh automatically	VIZART-4626
Searched Items can't be deleted	VIZART-4324
Performance is severely degraded with numerous containers in the scenetree	VIZART-4191
Undo and redo buttons still enabled when open a new scene	VIZART-3912

20 issues

2.4   Known Issues

Summary	Key
Adaptive: Postion/Rotation/Scale do not show underline	VIZART-4332
Artist GUI freezes when opening scene tree container	VIZART-4723
Drag & Drop of Flexbox Parameters	VIZART-3515
Input fields can lose focus and can not be edited afterwards	VIZART-1838
Jump to Container from Texture Media Asset not working in New Render pipeline	VIZART-4348
Logicmaker: After deleting all states, no new one can be added	VIZART-3277
Missing queue for update notifications causing Windows wait cursor when working in Artist	VIZART-4699
Multi Key Frame Select and Adjust all the same time,...	VIZART-790
Scenetree: Horizontal scrollbar does not appear automatically	VIZART-3609
The alpha value jump to 100% when changing the color of the materials in Engine5 renderer	VIZART-4076
UI needs more feedback when main replication are down and a failover server configured	VIZART-1638
Viz One: Test Connection only works if entry is selected	VIZART-4398

12 issues

- Due a technical limitation of QT framework, the focus of an input field can not be restored when switching containers.
- Referenced Materials do not correctly update their icon if changed.
- Shortcuts can not be customized.
- It is not recommended to run the User Interface within a Virtual Set environment, as it can cause timing issues under certain circumstances.

- Viz One Browser: When the Viz One Browser window is minimized (either using the minimize button in the window bar, or **WIN+D** to hide all windows on the desktop), it can only be brought back to the screen by using the **Restore** and **Maximize** entries in the context menu of the window in the Windows taskbar.
- Viz One Browser: The preview of clip elements in the Viz One Browser doesn't show the content correctly anymore when the browser window is moved to another display (e.g. second screen). The application must be restarted to bring back the clip preview.
- Viz Engine render window is always on top when started in videowall mode `-u1 -y -n` and output system FULLSCREEN (VIZART-2400). Does not happen in mode `-u1 -w` or with any `vga_preview` and is independent on the number of monitors and if a mosaic is used or not.
  - What can be observed is that the output is always on top and it is not possible to get anything else on top (taskbar, other windows with **ALT + TAB**, task manager). **SHIFT + BACKSPACE** works only when Viz Artist has focus. When **CTRL + BACKSPACE** does not work it can be achieved with **CTRL + ALT + DEL**, task manager, **ALT + TAB** to Viz Artist and **SHIFT + BACKSPACE**. **ALT + TAB** does not work initially as the window is not shown. This behavior is actually desired to have the output of Viz Engine always on top (for example, interactive scenes shown on screens in the studio).

2.4.1   Windows

- Right clicking on the Taskbar icon of Viz Engine starts a new instance. Starting an additional Viz GUI process is prevented on Windows 10.
- On Windows version LTSC 1809: Logging out/in may be required for the fonts in the Viz Artist user interface to apply the set scaling after the user changes the Windows scaling setting.

2.5   Build Information

Platform Toolset: Visual Studio 2019 (msvc_v143_std17)
Windows SDK Version: 10.0.14393.0

3   Documentation

Documentation for Viz Artist, Viz Engine and Viz Plugins are available at the Vizrt Documentation Center:

- Viz Artist User Guide
- Viz Engine Administrator Guide
- Viz Plugins User Guide

4   Installation And Support

4.1   Installation

The installation wizard guides you through the installation process. Make sure to close any running Viz Artist/Viz Engine application, prior to the installation. To run Viz Artist or Viz Engine independent of a database server, you need to install the Graphic Hub database software locally.

4.2   Support

Support is available at the Vizrt Support Portal.