



Viz Artist Release Notes

Version



Viz Artist



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There are general best-practice solutions, these include setting the antivirus software to not scan the systems during operating hours and that the Vizrt components, as well as drives on which clips and data are stored, are excluded from their scans (as previously stated, these measures cannot be guaranteed).

Technical Support

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

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1 Viz Artist 5.1.1

Release Date: 2023-10-31

These are the release notes for Viz Artist version 5.1.1. This document describes the user-visible changes that have been made to the software since release 5.1.0.

1.1 Fixed Issues

Summary	Key
Changes inside the image editor are immediately inside the scene without saving the image	VIZART-4605
Import view doesn't show folders with a single character	VIZART-4586
Screen transformation doesn't get updated when resetting the Position or Scale via it's category	VIZART-4581

3 issues

1.2 Known Issues

Summary	Key
Adaptive: Postion/Rotation/Scale do not show underline	VIZART-4332
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
Material Editor icon not updating correctly	VIZART-4437


Summary	Key
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

2 Viz Artist 5.1.0

Release Date: 2023-08-30

These are the release notes for Viz Artist version 5.1.0. This document describes the user-visible changes that have been made to the software since release 5.0.1.

 **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
Accurate Colorpicking	VIZART-42 90
Add "Multi Draw" Flag to scene rendering options	VIZART-38 73
Add "multilayer" sequence	VIZART-41 65
Add Advanced Blendmodes to Expert Plugin	VIZART-40 60

Summary	Key
Add check box for NDI out from GFX channel	VIZART-42 38
Add debugging infrastructure to our script editor	VIZART-39 51
Add plugin doc to Documentation dock	VIZART-41 60
Add support for TransitionShader	VIZART-39 56
Add visual feedback to indicate which editor has focus	VIZART-42 75
Asset view: One message error per item appears when try to move items and operation is not possible	VIZART-38 65
Blur option for Razor Texture mode	VIZART-40 98
Disable scene settings for subscenes	VIZART-42 36
Displaying colored font face preview	VIZART-40 75
Expose REQUESTED_FORMAT property to SubScene, GFX channel and Superchannel gui	VIZART-41 87
External Image Editor Preview dialog UI improvements	VIZART-40 36
Group directors	VIZART-26 28
Hide Blur and Outline fonts in context menu only in font tab	VIZART-39 15
Image Editor - UI / UX changes	VIZART-40 93

Summary	Key
Implement Post Render - UI Improvements	VIZART-42 28
Implement visual feedback during layer icon group drag operation	VIZART-41 81
Integrate "TexGen" mode into PBR Material	VIZART-41 34
Integrate "TexGen" mode into Phong Material	VIZART-41 33
Integrate Documentation into Userinterface	VIZART-34 68
Integrate Texture Blur	VIZART-40 35
Make drag overlay from plugins dock slightly transparent	VIZART-42 63
Multiselect Prefilter environment maps	VIZART-41 25
New Fontstyle Icons	VIZART-41 61
New icons for Stage View Editor Bar	VIZART-40 99
No "Fields" in progressive mode	VIZART-45 17
No Warning if duplicate operation fails	VIZART-36 54
Option to disable scripting suggestions	VIZART-38 75
PSD Import as SCENE	VIZART-34 14

Summary	Key
Port Fontstyle Editor to QT	VIZART-41 22
Port Image editor to Qt	VIZART-39 22
Port VertexColor fontstyle plugin to Qt	VIZART-41 63
Post Render - UI Improvements	VIZART-41 10
Post Renderer Improvements	VIZART-40 71
Re-implement CfxPlusPlus plugin UI in Qt	VIZART-31 40
Re-implement Dexter plugin UI in Qt	VIZART-31 31
Re-implement Director Control using Qt Widgets	VIZART-40 49
Re-implement ImageFx plugin UI in Qt	VIZART-31 39
Re-implement OnAir information using Qt Widgets	VIZART-37 22
Re-implement PxGradient plugin UI in Qt	VIZART-31 36
Re-implement PxLensRays plugin UI in Qt	VIZART-31 35
Re-implement PxRecolor plugin UI in Qt	VIZART-31 37
Re-implement RfxSmoke plugin UI in Qt	VIZART-31 32

Summary	Key
Re-implement TfxPlusPlus plugin UI in Qt	VIZART-3134
Re-implement WClouds plugin UI in Qt	VIZART-3141
Re-implement Wave plugin UI in Qt	VIZART-3133
Re-implement performance analyzer using Qt	VIZART-4041
Register Texture Renderer to Stage via Dragging	VIZART-4239
Replace alignment text with icons	VIZART-2907
Save script changes when changing away from script	VIZART-4068
Scene Tree: Show indicator what is being dragged	VIZART-3827
Search buttons can overlap input fields	VIZART-3863
Size of the Stage when working in UHD	VIZART-3966
Spinboxes: Disable min/max limits when modifier key is pressed	VIZART-4155
Stage Editor: Add scroll option in clip section in the stage editor	VIZART-3622
Support for parameters added to BoxTransformation and FlexBox in 3d content support	VIZART-4188
Unify Workspaces	VIZART-3698

Summary	Key
Update design of Director Control	VIZART-41 16
Use "Rect" instead of "Quad" when creating "Phong+Geom+Image"	VIZART-44 48
VirtualWindow integration	VIZART-41 46
VirtualWindow: add fallback and soft border properties	VIZART-41 97
Viz Engine Text: add texgen properties	VIZART-39 67

65 issues

2.3 Fixed Issues

Summary	Key
Containers are out of order after moving them	VIZART-45 39
Local Stop Button doesn't stay triggered	VIZART-45 32
Classic Text Tracking "Letter Spacing" parameter value rounding off if third decimal place is added	VIZART-44 69
Alpha value 0-255 and resets when RGB values set to 255	VIZART-44 68
Purple bounding box when adding textures via the scene editor	VIZART-44 58
Workspace reverts to default when returning from "On Air" Mode	VIZART-43 83

Summary	Key
Shadow settings are not properly disabled if the light type is Area in Light V4 plugin	VIZART-43 17
Artist crash when changing the GH user while the GH is offline.	VIZART-43 13
Wrong order of container names	VIZART-42 79
Asset view to remember List/Icon view	VIZART-42 56
Cannot rename workspace object	VIZART-42 47
ESC + About dialog quits Artist	VIZART-42 18
Viz Artist crashes on Import View after GH failover	VIZART-42 17
InfoText plugin adds Quotations Marks	VIZART-41 68
Selected camera saved inside a scene isn't shown correctly in the Artist GUI	VIZART-41 66
Key on/off button doesn't send command to the renderer	VIZART-41 59
Different icons for Classic Text	VIZART-41 58
Selected plugin category is not remembered	VIZART-41 53
Camera selection inside the Scene Editor only works inside the Main layer	VIZART-41 52
Control channels don't get highlighted when a container is selected in the scene tree	VIZART-41 49

Summary	Key
Light icons do not get updated	VIZART-41 48
Startup commands are ignored by Artist	VIZART-41 36
Entry field loses focus when another container is selected	VIZART-41 32
Plugin properties sometimes not available	VIZART-41 29
Wrong image order in scene tree when using an image sequence	VIZART-41 11
Script incorrectly escapes " character	VIZART-41 07
Core license doesn't get updated inside the config file	VIZART-40 92
OnAir Engine GUI parts disappear when using toolbar menu	VIZART-40 90
RegisterParameterHList does not exist in the new GUI	VIZART-40 86
Switching User in Import view keeps session open	VIZART-40 64
Registerparametertertext creates big empty areas in script gui	VIZART-40 51
Artist Freezes when selecting a large number of containers	VIZART-40 19
VizGui crashes when switched from Onair mode to Editor - 5.1 CLONE	VIZART-39 75
Scene Tree: Lost functionality - rename multiple Containers by Keyboard	VIZART-39 46

Summary	Key
Verify Color picking issues - fails on HiDPI displays	VIZART-3825
Wrong user when sending messages via GH	VIZART-3803
GH projects and folders properties missing	VIZART-3752
Wrong licenses set when switching from network to local	VIZART-3619
Scene Tree - State of Toolbar icons	VIZART-3618
New Scenetree - Improve speed on selecting larger amount of containers	VIZART-3608
SceneTree: Support Middle mouse down scrolling	VIZART-3603
Resetting length of channel clip in Stage not working correctly	VIZART-631

42 issues

2.4 Known Issues

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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 (v142)
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](#).