



Viz Artist Release Notes

Version 5.3



Viz Artist



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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.

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1 Viz Artist 5.3.1

Release Date: 2024-12-12

These are the release notes for Viz Artist version 5.3.1. This document describes the user-visible changes that have been made to the software since release 5.3.0.

1.1 Installer Notes

1.1.1 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 (LTSC 24H2)
-

1.2 Improvements

Key	Summary
VIZART-5261	Textureslot UI should be limited to 8 slots
VIZART-4911	Possibility to configure used font inside the text editor

2 issues

1.3 Fixed Issues

Key	Summary
VIZART-5265	Viz Config - Load - Custom Profile has wrong filter and label for all files
VIZART-5243	Stage timeline Editors start animation is not respecting director's direction while playing
VIZART-5237	Undo operation does not work correctly when adding keyframes

3 issues

1.4 Known Issues

Key	Summary
VIZART-4332	Adaptive: Postion/Rotation/Scale do not show underline
VIZART-5266	Add Delete as shortcut to delete scenetree containers
VIZART-5171	Apply Blur in Image Editor forces flickering of update window
VIZART-4992	Difference in texture rotation between Classic and VER
VIZART-3515	Drag & Drop of Flexbox Parameters
VIZART-5263	Font kerning of multiple selected text containers doesn't work
VIZART-5252	Improve workflow for setting clips
VIZART-1838	Input fields can lose focus and can not be edited afterwards
VIZART-5054	Issue While Saving workspace In Viz Artist
VIZART-4348	Jump to Container from Texture Media Asset not working in New Render pipeline
VIZART-3277	Logicmaker: After deleting all states, no new one can be added
VIZART-4076	The alpha value jump to 100% when changing the color of the materials in Engine5 renderer
VIZART-1638	UI needs more feedback when main replication are down and a failover server configured
VIZART-5260	Unlit Colors in Phong Shader wrong
VIZART-4398	Viz One: Test Connection only works if entry is selected
VIZART-5180	VizOne Clip preview fails if source is https

16 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.
- 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 (for example, a second screen). The application must be restarted to bring back the clip preview.
- The 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).


1.4.1 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 Viz Artist 5.3.0

Release Date: 2024-10-17

These are the release notes for Viz Artist version 5.3.0. This document describes the user-visible changes that have been made to the software since release 5.2.1.

 **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` command line 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

 **Information:** Support for Windows 11 LTSC can not yet be announced officially as long-term stability tests are still ongoing.

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

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

The following default shortcuts have been changed:

Scene Editor		
Action	Old Shortcut	New Shortcut
Delete Object	BACKSPACE	DELETE
Camera View Zoom	X/Z	X/Z
Orthogonal Rubberband Zoom	X/Z	Q/W
Camera View Zoom In/Out in Orthogonal mode	SHIFT	removed

Mousemodifier in Scene Editor	Mouse Wheel to Position/ Rotate/Scale (Undocumented and Classic only)	removed
Zoom In/Out	O + Mouse Wheel	Mouse Wheel
Switch to Back Camera (Orthononal)	Keypad 0	Keypad 1
Position/Rotate/Scale (Undocumented and Classic only)	X/Y/Z Key + Mouse Wheel	removed
Render Editor (On Air)		
Off Air	ESC	Added CTRL+Q as additional shortcut
Toggle Preview	SHIFT + BACKSPACE	Added CTRL+P as additional shortcut
Stage		
Select Keyframe Mode	S	Split into Rubberband Selection (R)
Spline Y Zoom Out	S	S
Set Stoppoint Mode	S	P
View Spline 1/2/3	CTRL Z/X/C	1/2/3

2.3 New Features

Key	Summary
VIZART-2 683	Ability to manually refresh list of Graphic Hubs to enable autocompletion (e.g. if Graphic Hub is started after the login dialog opened)
VIZART-2 267	Ability to switch Graphic Hub on the fly without restart Artist

Key	Summary
VIZART-4 734	Accept ZIP files to be dragged into Asset View or selectable in Import View
VIZART-4 837	Add "Keep Aspect" to superchannels
VIZART-4 846	Add "Update Mode" to Texture Renderers
VIZART-5 001	Add blur function to Internal Image Editor
VIZART-4 849	Add Channel blendmode, SuperChannel texture resolution
VIZART-4 601	Add color indicators for Live Media Types
VIZART-4 743	Add compilation status indicator for Shaders
VIZART-4 960	Add new scene conversion capabilities dock
VIZART-5 033	Add possibility to reset kerning settings for the whole text In Classic Text
VIZART-5 032	Add tooltips to plugin icons in container dock
VIZART-4 969	Add version information overlay for merged objects
VIZART-4 593	Adding Shortcut Information (CTRL +F1)
VIZART-4 928	Adjust autoscroll speed on drag&drop in scene tree depending on the mouse position
VIZART-4 957	Advanced UI for VER particle system
VIZART-4 681	Allow bookmarking fonts in Text font selection
VIZART-5 217	Change asset view size via CTRL+mouse wheel

Key	Summary
VIZART-4 664	Config Option to apply color coding to entire container in scene tree
VIZART-4 870	Create GUI for Softclip replacement using TextureRenderer for Viz Render workflow
VIZART-4 725	Create new icon set for plugins
VIZART-1 963	Creating VER lights should add automatically a container
VIZART-5 088	Draw color marker on the complete row of the stage tree view
VIZART-4 899	Expose Undo Redo History In User Interface
VIZART-6 38	Global and configurable shortcuts
VIZART-4 955	Improve plugin thumbnails/font quality in UHD with Windows scaling
VIZART-4 912	Improve Transformation Editor Layout
VIZART-4 898	Improved Scenetree Container Search - Added support for Regular Expressions
VIZART-4 315	Keep last recipient for GH Message Dialogue
VIZART-4 150	Layer Editor should stick with the Scene Editor
VIZART-5 198	Make old icons still available via config
VIZART-4 877	Make workspace parameters resettable
VIZART-4 804	New Blur's kernel type and parameters for SSAO
VIZART-4 907	Plugins type selection should be remembered

Key	Summary
VIZART-4 553	Possibility to switch between Workspaces with keyboard shortcuts
VIZART-4 582	Provide a library of shaders
VIZART-4 755	Provide example code for TransitionShaders
VIZART-4 866	Re-enable Back- and Frontlayer when MainLayer is VER
VIZART-4 242	Recognize pbr image set and create PBR shader automatically.
VIZART-4 979	Reflect value changes in Interface faster in Render output
VIZART-4 897	Remove Layoutbutton from Scene - Rendering
VIZART-4 809	Script Editor improvements on code indentation and autocompletion
VIZART-4 933	Separate Gamma Correction and Lower/Upper Output Limits
VIZART-4 430	Show available adaptive formats in GFX Channel
VIZART-4 777	Show correct plugin tooltip for geometry plugins in Scenetree
VIZART-4 801	Show only characters available for a specific font
VIZART-4 420	Show served VizEngine instance number in VizArtist title bar
VIZART-4 832	Support dragging images from Imagelibrary to Artist
VIZART-4 965	WindowMask: add container selection for tracking

49 issues

2.4 Fixed Issues

Key	Summary
VIZART-5 060	Snapshot names are limited by 30 characters
VIZART-5 035	Scrolling stops midway in some plugin properties
VIZART-5 028	Assets name will have (1) inside the name after copy&paste when using multiple different assets with the same name inside the same folder
VIZART-4 985	Improve readability of the scripting documentation
VIZART-4 981	Focus outline of Scene Editor not always correct
VIZART-4 978	Fix wrong DPI scaling inside the stage editor
VIZART-4 974	Artist crash when deleting items from the scene tree
VIZART-4 927	Drag&Drop blocked by tooltip when Scene Tree is zoomed out
VIZART-4 920	Graffiti brush color alpha shouldn't be available
VIZART-4 914	Director offset, is measured in Seconds - even if Timeline is set to Frames or Fields
VIZART-4 913	Deleting Materials on multiple container at once after Undo operation fails
VIZART-4 906	Unlit Material has no Alpha-parameter
VIZART-4 892	Bring back Front & Backlayer in Director Control window
VIZART-4 862	Artist freezes when selected folder inside the import view will be updated in the background
VIZART-4 854	List with SyncObjects for Superchannel Start Mode not visible

Key	Summary
VIZART-4 811	Import panel does not properly handle folder shortcuts
VIZART-4 810	Modified Date/Descending sort order doesn't get updated automatically
VIZART-4 761	Can't reset stop keyframe name
VIZART-4 723	Artist freezes when expanding scene tree container
VIZART-4 437	Material Editor icon not updating correctly
VIZART-4 177	Favorites not cleared after remove asset in the new version of plugin overlay window
VIZART-3 609	Scenetree: Horizontal scrollbar does not appear automatically

22 issues

2.5 Known Issues

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2.5.1 Windows

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- 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.

2.6 Build Information

- **Platform Toolset:** Visual Studio 2022 (v143)
- **Windows SDK Version:** 10.0.22621

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](#).