



Viz Artist Release Notes

Version 5.5



Viz Artist



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Antivirus Considerations

Vizrt advises customers to use an AV solution that allows for custom exclusions and granular performance tuning to prevent unnecessary interference with our products. If interference is encountered:

- **Real-Time Scanning:** Keep it enabled, but exclude any performance-sensitive operations involving Vizrt-specific folders, files, and processes. For example:
 - C:\Program Files\[Product Name]
 - C:\ProgramData\[Product Name]
 - Any custom directory where [Product Name] stores data, and any specific process related to [Product Name].
- **Risk Acknowledgment:** Excluding certain folders/processes may improve performance, but also create an attack vector.
- **Scan Scheduling:** Run full system scans during off-peak hours.
- **False Positives:** If behavior-based detection flags a false positive, mark that executable as a trusted application.

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

2026/02/12

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1 Viz Artist 5.5.0

Release Date: 2026-02-12

These are the release notes for Viz Artist version 5.5.0. This document describes the user-visible changes that have been made to the software since release 5.4.1.

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

1.1 Installer Notes

1.1.1 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.

1.1.2 Windows


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

- Windows Server 2019
- Windows Server 2022
- Windows 10 (LTSC 21H2, LTSC 1809 ⁽¹⁾)
- Windows 11 LTSC 2024

 **Note:** Only English language Operating Systems are supported.
⁽¹⁾ Future Versions of Viz Engine will no longer provide support for Windows 10 LTSC 1809.

- 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.

1.1.3 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).

1.1.4 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).

1.2 Changes

- **Note:** Viz Artist no longer installs the local version of the documentation. Documentation is available online or as *.pdf* only.

1.3 New Features

| Key | Summary |
|-------------|--|
| VIZART-5600 | Add tessellation option to Extrusion |
| VIZART-5638 | Add Trash Matte-as-Key option to SHM Aux Send mode |
| VIZART-5614 | Add volume parameters to Light |
| VIZART-5632 | Artist for Learners: Disable unlicensed UI components |
| VIZART-5613 | Autoscale texture after drag and drop images to the blank scene tree |
| VIZART-5576 | Color selector UX: keyboard control |

| Key | Summary |
|-------------|---|
| VIZART-5290 | Disable tabs in AssetView based on Used Renderer Version |
| VIZART-5581 | GUI for Text drop shadow effect |
| VIZART-4921 | GUI menus always collapsing when switching between containers |
| VIZART-5388 | Improve the way how users can create root folders/projects in AssetView |
| VIZART-5604 | Lightlayer plugin should support all available lights |
| VIZART-5335 | Link to Codemeter WebControl in Config License Section |
| VIZART-5650 | New UIs for Webchannels Navigation, Shared Texture, and Incognito Mode |
| VIZART-5407 | Update control plugins when a control plugin's description changes |

14 issues

1.4 Fixed Issues

| Key | Summary |
|-------------|--|
| VIZART-5633 | Crash when deselecting script plugin |
| VIZART-5611 | Incorrect display of sRGB color values in HDR scene |
| VIZART-5582 | Network drive shortcut folder name doesn't show up in archive view |
| VIZART-5548 | Scene list does not alphabetize names in ASCII order |
| VIZART-5478 | Misplaced stage UI (Possibly DPI related) |

5 issues

1.5 Security Updates

| Key | Summary |
|-----|---------|
|-----|---------|

No issues found

1.6 Known Issues

| Key | Summary |
|-------------|--|
| VIZART-5226 | "Open tree" and "Collapse tree" in Asset view |
| VIZART-4332 | Adaptive: Postion/Rotation/Scale do not show underline |
| VIZART-5285 | Add audio and video preview for Viz One/Asset browser |
| VIZART-5171 | Apply Blur in Image Editor forces flickering of update window |
| VIZART-3515 | Drag & Drop of Flexbox Parameters |
| VIZART-5615 | Extend Snapshot dialog for VIZENG-34426 |
| VIZART-5554 | Implement right mouse drag for color selector |
| 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-5263 | Modifying classic font parameters on multiple selected text containers doesn't work |
| VIZART-4983 | Superchannel Asset Preview is not being updated |
| VIZART-5421 | Treesearch for Dynamic Geometries |
| VIZART-1638 | UI needs more feedback when main replication are down and a failover server configured |
| VIZART-5299 | Update Classic Text editor to use new framework like Viz Engine Text editor. |
| VIZART-4398 | Viz One: Test Connection only works if entry is selected |
| VIZART-5180 | VizOne Clip preview fails if source is https |
| VIZART-5345 | XRDraw/Particle not accepted as plugin search |

19 issues

- Control Object View will not highlight the correct Control plug-in from within a list if multiple control plug-ins are on one container.

- Clip Playback in the new Viz One Browser is currently disabled. Preview will be added in a future release of Viz Artist.
- 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 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).


1.6.1 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.

1.7 Build Information

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

2 Documentation

 **Info:** Starting with Viz Artist/Viz Engine 5.4.0, the installer no longer installs an offline documentation.

Documentation for Viz Engine, Viz Artist and Viz Plugins is available online on the Vizrt Documentation Center:

- [Viz Artist User Guide](#)
- [Viz Engine Administrator Guide](#)
- [Viz Plugins User Guide](#)

3 Support

3.1 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.

3.2 Support

Support is available at the [Vizrt Support Portal](#).