

AERO Studio - 2024.1.5.0

Features

- Added volume group that makes it easier to configure lighting over many volumes at once

Enhancements

- Added separate preview settings for both render window and editor window
- Added ability to toggle heatmap modes and preview modes on and off quickly to make it easier to compare previews to renders
- Improvements to scene effect publishing flow
- 3D Map tiles now automatically set altitude relative to launch pad
- Composer Output scene object is now deleted if composer timelines are empty
- Composer Output event is now visible in the main timeline
- Added point cloud normalize button

Changes

- Point clouds no longer auto-normalize on import. The autoscale button can do this now.

Bug Fixes

- Fixed issue where publishing a scene effect would show a thumbnail with the current render instead
- Preview sequences are now cleared when loading a new show