

# Autodesk Showcase 2013 SP3 Readme

Autodesk® Showcase® software provides easy-to-use presentation and design exploration tools for architects, designers, engineers, and marketing professionals. With Showcase 2013, users can quickly transform 3D CAD models into interactive walk-throughs and presentations, making it easier to evaluate aesthetic and design alternatives in real time with their peers, constituents, and customers.

This readme describes known limitations and resolved issues in Autodesk Showcase 2013. It is strongly recommended that you read this document before you install this release. For reference, you should save this readme to the hard drive or print a copy.

For further important notes and workarounds, see the Showcase Knowledge Base at <http://www.autodesk.com/showcase-support-enu>.

## Contents

Installation Notes .....	1
Where to Find More Information .....	1
Feature Limitations and Notes.....	2

## Installation Notes

For general Autodesk product and Showcase-specific installation information, see the Showcase Installation Overview and FAQ at <http://www.autodesk.com/showcase-faq-2013-enu>.

**Important:** If you are installing Autodesk Showcase Professional software or want to run Showcase in Kiosk (Presenter) mode, read the following sections of the Showcase Installation Overview and FAQ, under Showcase Installation Options:

- Install Showcase Professional
- Run Showcase in Kiosk Mode

## Where to Find More Information

For system requirements, go to:

- <http://www.autodesk.com/showcase-systemreq-2013-enu>

To see the Showcase Learning Path, go to:

- <http://www.autodesk.com/showcase-learningpath>

For a summary of new features in 2013, see the following section in the online help:

- [http://download.autodesk.com/global/docs/showcase2013/en\\_us/files/Help\\_WhatsNew.htm](http://download.autodesk.com/global/docs/showcase2013/en_us/files/Help_WhatsNew.htm)

For an updated copy of this readme, go to:

- <http://www.autodesk.com/showcase-readme-2013-enu>

### Issues Resolved in Service Pack 3

The following issues were fixed in the SP3 release of Autodesk Showcase 2013.

- Several improvements were made to the display of measured materials and flake simulation captured using the X-Rite MA98 device.
- Fixed several issues with Extended Materials.
- There is a minor issue with the Export feature causing the “Convert combined objects into single polysets” option to be incorrectly unavailable in some circumstances.
- An error sometimes occurs when starting Showcase, due to a DLL file installed by other applications.
- After importing shots from a scene, publishing images can fail due to “:” in the name.
- Checking out RapidRT Cluster licenses is too slow.

### Issues Resolved in Service Pack 2

The following issues were fixed in the SP2 release of Autodesk Showcase 2013.

- Several improvements to quality and stability of visual styles and ray tracing were made.
- Hardware antialiasing settings in the Performance and Quality window are not saved when you close a scene.
- Chinese version of Showcase only: Showcase may stop unexpectedly while baking ambient shadows.
- Temp folders are not being removed as expected when closing Showcase.
- The Move Light tool in the Directional Light and Shadows window does not work as expected.
- Placing a projection texture using the mouse does not work as expected.
- Exporting a scene to FBX after a pivot has been moved results in incorrectly placed objects in the FBX output.
- The numeric keypad cannot be used to create shots.
- Snapping to an object that is marked as not selectable causes application problems.
- In Extract Patch mode, objects can appear very white or black, making it difficult to extract patches.
- AutoCAD overlay Xrefs are importable, but should not be.
- In the Directional Light and Shadows window, if **Cast shadows** is selected and **Environment light** is not, the **Azimuth offset** and **Elevation** controls are disabled. They should be available.
- Light grip size does not change when being moved.

## Issues Resolved in Service Pack 1

The following issues were fixed in the SP1 release of Autodesk Showcase 2013.

- There are licensing issues involving Showcase Professional and DirectConnect.
- The Default Position button for directional lights does not work properly.
- Showcase may stop working on some DX9 graphics cards.
- Ray tracing can be unstable when changing environments.
- There are issues with pre-calculated ambient shadows in ray tracing.
- Bright pixels appear in highlights in ray traced images.
- There are some issues with Autodesk Materials.
- Glass materials may appear too bright in ray tracing.
- There are some issues with the Materials interface.
- Cannot stop moving textures when using custom reflections.
- There are various issues with saving environments. For example, background brightness does not save for backplate environments.
- There are some issues with environment textures.
- Performance of the Environment Lighting and Background window may not be as fast as expected.
- There are visual issues when deleting then reapplying an environment.
- Some improvements have been made for supporting environments from older Showcase scenes.
- Showcase can stop unexpectedly when renaming environments.
- The Task UI may slow down frame and refresh rates.
- Using Reflection Maps may look incorrect in hardware mode.
- Transparency may not look correct in hardware rendering.
- There are some issues with publishing to Autodesk 360.
- There are some issues when signing in to Autodesk 360 from another Autodesk product.
- Stability fixes for Autodesk 360 are needed.
- There are issues with Showcase file associations in Autodesk 360.
- In certain circumstances, Showcase may stop working when publishing movies.
- Published movies in ray tracing may have more visual noise than rendered images.
- Using an account that has Japanese characters can result in instability.
- DirectConnect may not work on Japanese operating systems.
- Some files with non-English characters may fail to import.
- Behavior of Shots playback buttons is unpredictable.

## Feature Limitations and Notes

The following are known feature limitations and notes in Autodesk Showcase 2013.

### Publishing

- Environments are not included in published images. Workaround: Publish a movie as a sequence of images.
- HTML5 Web presentations with a resolution higher than 1900x1200 do not display properly on iPads.

## Materials

- The look of Metal Autodesk materials is inconsistent between ray tracing and hardware rendering.
- Custom reflection maps may make a material look very black in day scenes or white in night scenes. Workaround: Modify the map with a graphics editor.
- The transparency color in ray tracing may be incorrect. Workaround: Select **Block transparency highlights** in Material properties.
- Some Showcase materials used in version 2012 may not look right in 2013, including:
  - Car Paint
  - All Metallic materials
  - All Dark materials
  - Orange Burnt
  - Lacquers

## Rendering

- There might be noise in some scenes with global illumination, even after several hours of rendering.

## Shadows

- In advanced lighting mode (global illumination), ambient shadows on the ground are not ray traced.
- In ray tracing, shadows may be too coarse, depending on the tessellation of the object. Low-tessellated objects may show a stepping effect in the shadow. Workaround: Re-tessellate the object at a higher tessellation level. (Cannot be done with FBX models.)

## NPR Visual Styles with camera and lighting background properties

Non-photorealistic (NPR) visual styles, such as Toon Color, Flat Color, and so on, are not affected by:

- Settings in the Lighting tab of the Lighting Environment and Background Properties window
- Compensation, Highlights, Midtones, Shadows, and Saturation in the Camera Properties window.

## Environments

- 16-bit tiff images may render incorrectly if used as a backplate. Workaround: Convert the image to 32-bit in an image editor.

- Environments may not switch between slides (if that is set). Workaround: Save the slides as images, then compile them into a movie using third-party software.
- If you have a normal map applied to an environment, ray tracing may not render the bump correctly.

### **Backward compatibility of custom environments**

Custom environments from Showcase 2012 may open only partially or not at all in Showcase 2013. This section describes these two situations.

#### **Environments in custom libraries are not imported**

When you create environments in Showcase 2012, they are stored in custom environment libraries by default. No environments in these libraries (custom or otherwise) will be migrated to Showcase 2013. This is true even if they are applied to a scene you are opening in 2013. Showcase 2013 will report that it cannot open the 2012 environments.

The workaround to this is to recreate the environments in Showcase 2013. Make sure to give them the same names as they had in Showcase 2012. You can then open the old scenes in Showcase 2013 and the new environments will be found.

#### **Custom environments are partially imported if they are not stored in custom libraries**

If you modified generic 2012 environments, their properties will be partially imported into Showcase 2013, as long as you did not store them in custom environment libraries.

Properties that will *not* be migrated to 2013:

- Lighting alterations (image-based lighting maps)
- Any exposure and colorize values

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