

Autodesk Showcase 2013 R1 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>.

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Installation Notes

Important: You must uninstall Showcase 2013 before installing Showcase 2013 R1.

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>.

Note: 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>

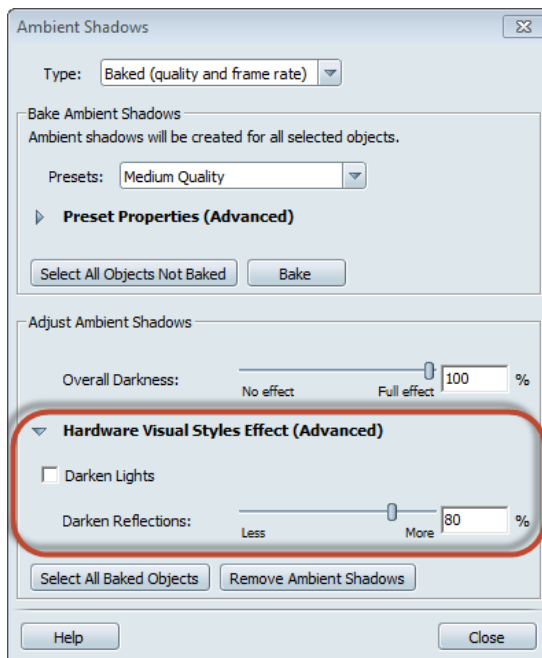
What's New in the R1 Release

Rendering and Ambient Shadows improvements

Lighting in Hardware rendering and ray tracing is more consistent.

There is also more flexibility to make changes in case there is too much of a difference in lighting and reflections between ray tracing and hardware modes. This is done in hardware mode using the Ambient Shadows window as follows:

1. Select **Appearance > Ambient Shadows**.
2. Make sure that **Baked (quality and frame rate)** is selected in the Type box.
3. Expand **Hardware Visual Styles Effect (Advanced)**.
4. Select the objects you want to apply changes to.
5. Use the **Darken Reflection** slider to reduce or increase reflection darkness. Select **Darken Lights** if you want the light sources to also be darkened.



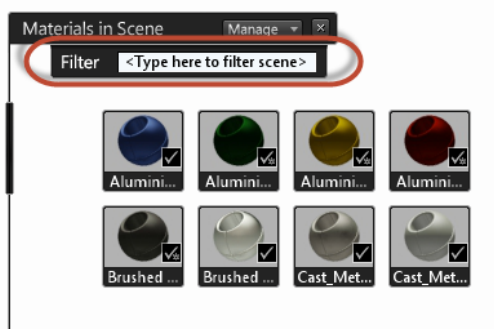
Decals

The following changes have been made to Decals:

- Context menus now include the option to select Decals behind an object.
- You can change the Decal grip color in the Decal properties window.

Materials

You can now use the filter box under Materials in Scene to search for materials used in the scene.



HDR Light Studio Support

This feature is only available in the Professional version of Showcase.

Showcase Professional now supports HDR Light Studio for creating lighting environments.

Requirements



- HDR Light Studio 4, available from <http://www.hdrlightstudio.com>.

Installation

- Once HDR Light Studio 4 is installed, it will be detected the next time you start Showcase Professional.

To use HDR Light Studio in Showcase Professional:

1. From the Lighting Environments interface, click **Create** and select **HDR Light Studio Lighting with Infinite (or Geometry) Background**.
2. Use the HDR Light Studio window to create your lighting environment. Consult the HDR Light Studio help if necessary.
3. Render the lighting environment by clicking **Render High Resolution Image** in the Lighting Environment Properties window.

While you are making changes to a lighting environment with HDR Light Studio, it displays in low resolution to enhance performance. This is indicated by a red icon on the lighting environment thumbnail . Once you render the lighting environment to a high resolution version, the icon changes to gray .

You may want to convert your new lighting environment to a standard lighting environment that other Showcase users can use without having the Professional version of Showcase or HDR Light Studio. To do this, right-click the lighting environment thumbnail and select **Duplicate and Bake**. A copy of the environment is created under Environments in Scene.

HDR light Studio is not supported:

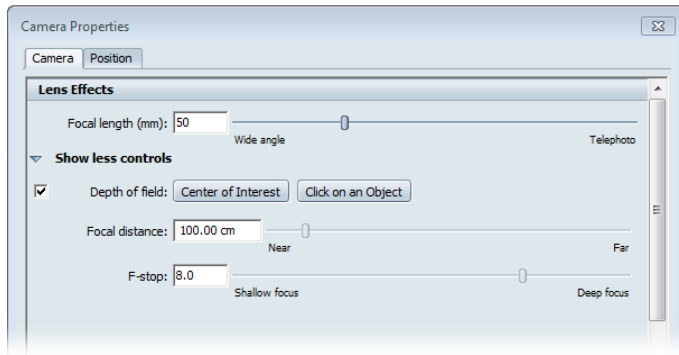
- When multiple Showcase sessions are running on the same computer
- In a hosted session.

Depth of Field

This feature is only available in the Professional version of Showcase.

Depth of field is the range of distance within the scene that appears acceptably sharp in the image. Use it to improve photorealism and depth perception, and to attract attention to a focused object.

To access the Depth of Field controls in Showcase Professional, click **View > Camera Properties > Show More Controls**.

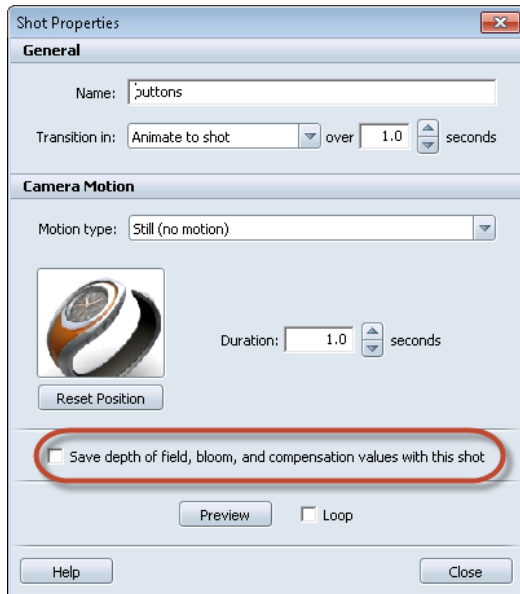


Select the check box to enable depth of field. The rest of the controls work as follows:

- **Center of Interest:** Sets the focal distance to the current center of interest.
- **Click on an object:** Sets the focal distance to an object you click.
- **Focal distance:** The distance from the camera to the focus point. (The focus point is closer to the camera than the center of the focal range.)
- **F-stop:** Determines the depth of the focal range; smaller values have a shallower range and a greater blur effect. Larger values have a deeper range and less blur. The F-stop works in tandem with focal length. Increasing the focal length (zooming) reduces the focal range and increases the blur. Ray tracing has more accurate depth of field and the ability to blur more. Hardware rendering blurs less to keep a higher frame rate.

Enable or Disable Camera Properties in Shots

Bloom, compensation, and depth of field (Showcase Professional only) are saved with Shots. However, you can choose whether or not you want them to affect the playback of a given shot by selecting or deselecting the option in the Shots Properties window.



Alias Interoperability

Showcase now supports the following when opening Alias projects:

- Baked ambient occlusion
- Bookmarks (converted to shots)
- Materials

Performance

Performance has been improved for cross-sections, turntables, and environment-switching.

Measured Materials (Showcase Professional Only)

Several improvements were made to the display of measured materials and flake simulation captured using the X-Rite MA98 device. Visualization is now further integrated with the improved visual capabilities of the Showcase 2013 release.

Various

- You can now run multiple instances of Showcase concurrently.
- Stereo is now supported in the standard version of Showcase.
- Animations can now be exported to HDR-quality image sequences.

Issues Resolved in R1

The following issues were fixed in SP4 and are also included in Autodesk Showcase 2013 R1.

- Unpredictable display issues can occur when scaling an object.
- Errors can occur when publishing shots from an imported scene.
- Reversing normals with baked ambient shadows could cause patches to disappear.
- When adding decals, they are sometimes drawn on the wrong side of a surface.
- In some cases, surfaces do not respect or display environment lighting or object on object shadows.
- When replacing materials in imported wire files, the materials of hidden objects are not replaced.
- When using a turntable in a side-by-side comparison, objects could switch sides.
- Object-on-object shadows can get corrupted when reopening a scene.

The following issues were fixed in SP3 and are also included in Autodesk Showcase 2013 R1.

- Several fixes 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.

The following issues were fixed in SP2 and are also included in Autodesk Showcase 2013 R1.

- 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.

The following issues were fixed in SP1 and are also included in Autodesk Showcase 2013 R1.

- 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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