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# What's New in Autodesk Softimage

# 1

This document explains the new features and enhancements available in Autodesk® Softimage® 2015 release.

## What's New in General

The general enhancements include:

- [Support for mental ray 3.12](#) (page 1)
- [New menu options in the Script Editor](#) (page 1)
- [Reordering Script Editor tabs](#) (page 3)
- [Displaying Softimage on a single screen](#) (page 3)
- [Availability of offline help as a ZIP file](#) (page 3)

### Support for mental ray 3.12

Softimage now supports the NVIDIA mental ray renderer version 3.12.

### New menu options in the Script Editor

#### File menu

Following are the new options available in the File menu:

- **Close** — Closes the current tab.
- **Close All** — Closes all tabs.
- **Close All but Current** — Closes all tabs, except the current tab.

## Edit menu

The **Bookmark**, **Case Operations**, and **Line Operations** sub-menus are available in the Edit menu.

The Bookmark sub-menu includes the following new options:

- **Toggle Bookmark** — Toggle/untoggle the selected lines as bookmarks. The bookmarks are highlighted in blue color.
- **Next Bookmark** — Moves the cursor down to the next bookmark.
- **Previous Bookmark** — Moves the up to the previous bookmark.
- **Clear All Bookmarks** — Clears all bookmarks.

The Case Operations sub-menu includes the following new options:

- **Make Uppercase** — Converts the selected text to uppercase.
- **Make Lowercase** — Converts the selected text to lowercase.

The Line Operations sub-menu includes the following new options:

- **Cut Line** — Cuts the selected lines. Equivalent to Ctrl+X.
- **Delete Line** — Deletes the selected lines.
- **Copy Line** — Copies the selected lines. Equivalent to Ctrl+C.
- **Transpose Line** — Reverses the order of the selected lines.
- **Duplicate Line / Selection** — Creates a copy of the selected lines.

**NOTE** The copy of the selected lines are pasted from the position of the cursor.

The **Comment Selected Lines** and **Uncomment Selected Lines** options are now available in the **Comment/Uncomment** sub-menu.

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**NOTE** The Bookmark, Comment/Uncomment, and Case Operations sub-menus are also available in the contextual menu. Select one or multiple lines and right-click to view these menus and options.

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The new **Clear Both** option clears the History Log and content in the current tab.

The **Find**, **Find Next**, **Find Previous**, **Replace**, and **Incremental Search** options are now available in the **Find and Replace** sub-menu.

## View menu

The new View menu provides the following options:

- **Next Tab** — Displays the tab, which is on the right side of the current tab.
- **Previous Tab** — Displays the tab, which is on the left side of the current tab.

**NOTE** These options are enabled only if there are more than one tab in the Script Editor. If there are only two tabs, then clicking any of the above options display the non-current tab.

- **Zoom In (Ctrl+Mouse Wheel Up)** — Zooms in the content in the current tab.
- **Zoom Out (Ctrl+Mouse Wheel Down)** — Zooms out the content in the current tab.
- **Restore Default Zoom** — Displays the content in its default font size.

## Reordering Script Editor tabs

You can now reorder tabs in the Script Editor. Click on a tab, drag it, and drop on another tab to change the order.

## Displaying Softimage on a single screen

You can set the new **XSI\_SINGLE\_SCREEN** environment variable to display Softimage in the primary monitor, even when you use the dual screen set up.

## Availability of offline help as a ZIP file

Autodesk now does not provide a separate offline Help installer for installing Softimage Help locally to your disk. Therefore, the **Local/Computer Network** option under the **File > Preferences > General > Help Location** preferences has been removed.

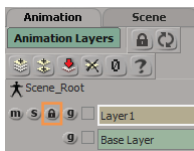
The offline Help system is now available as a ZIP file. You need to download the ZIP file, unzip it in a local folder of your choice, and specify its location using the **File > Preferences > General > Help Location > Custom** option.

# What's New in Animation

New features and enhancements in Animation include:

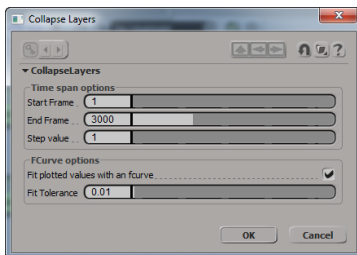
- [New Lock icon for locking animation layers](#) (page 4)
- [New plotting options for collapsing animation layers](#) (page 4)
- [Inheriting Explorer colors in PPG and Keying Panel parameters](#) (page 5)
- [Displaying only the active animation layer parameters](#) (page 5)
- [New options for editing Custom Parameter](#) (page 5)
- [Displaying only the desired property types in Weight Editor](#) (page 5)
- [Easily specifying Keyframe and Key values in Profile Curve Editor](#) (page 6)
- [Keying panel enhancements](#) (page 6)

## New Lock icon for locking animation layers



It is now possible to prevent unwanted changes to animation layers by locking them. You can lock one or more animation layers using the Lock icon.

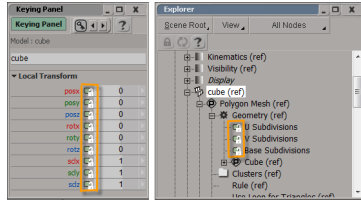
## New plotting options for collapsing animation layers



The new **Collapse Layers** dialog box provides options to specify the time span for plotting and tolerance values for fitting keyframes in an FCurve.

You can view the Collapse Layers dialog box by clicking the **Collapse Animation Layers** icon in the **View > Animation > Animation Layer Manager** window.

## Inheriting Explorer colors in PPG and Keying Panel parameters



The new **Display Parameter Colors** preference in the **File > Preferences > Interaction > Property Editors/Views** inherits the parameters color in the Explorer to the parameters in the PPG and the Keying Panel.

Turning on this preference displays the:

- "posx", "sclx" and "rotx" parameters in red
- "posy", "sclz" and "roty" parameters in green
- "posz", "sclz" and "rotz" parameters in blue
- "weight" parameters in orange
- "alpha" parameters in white

## Displaying only the active animation layer parameters

You can now display only the parameters of the current, active animation layers in the Animation Editor.

This is possible by turning on the new **Show Only Current Animation Layer Params** preference in the **File > Preferences > Editors > Animation Editor > Animation Explorer**.

## New options for editing Custom Parameter

In the Edit Parameter Definition PPG, the **Animatable**, **Keyable**, and **Read-Only** editing parameters are now available. These parameters are similar to those editing parameters available in the New Custom Parameter property PPG.

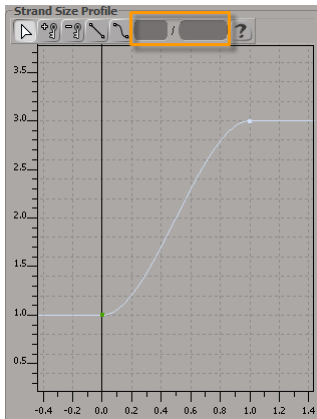
Moreover, the new **Script Name** and **Description** parameters are added in the Edit Parameter Definition and the New Custom Parameter property PPGs.

## Displaying only the desired property types in Weight Editor

The **Envelope Weights**, **Weight Map**, and **Color at Vertices Map** properties are now available in the **Weight Editor > View** menu. This helps you to choose and display only one property on the selected object. For example, if you choose Envelope Weights under the View menu, the Weight

Editor continues to display Envelope Weights. It will not switch to the Color at Vertices property, even if you create a Tangent property.

### Easily specifying Keyframe and Key values in Profile Curve Editor



The new **Keyframe Value** and **Key Value** text boxes are now available in the Profile Curve Editor toolbar to easily change the definition for existing frames.

### Keying panel enhancements

#### Use Script Names preference extended to keying panel

The **Use Script Names** preference in the Keyable Parameters Editor window is now extended to the Keying Panel.

The **Use Script Names** preference is now available under in the **File > Preferences > Editors > Keying Panel > Common to Both Views**.

#### Availability of separate Show Proxy and Marking Psets preferences

The Show Proxy/Marking Psets preference in the **Keying Panel** is now available as two distinct preferences (**Show Proxy Parameters** and **Show Marking Psets**) to individually toggle the visibility of proxy parameter and marking sets, respectively.



## What's New in Character Animation

### Producing lip-sync animation for characters created using Character Generator

Softimage now supports producing lip-sync animation for 3D animated characters created using Autodesk's Character Generator.

Character Generator is a free technology preview that leverages Autodesk's powerful 3D design and animation tools. Using a web browser and Character Generator, you can create your own or modify existing stock characters using a variety of pre-defined body types, facial features, and clothing styles for inclusion in 3D games, animations, and scenes. For more information, see the [Autodesk Character Generator](#) website.

Producing lip-sync animation includes the following steps:

- Customizing a character in Character Generator
- Downloading a character from Character Generator
- Producing lip-sync for the downloaded character in Softimage

## What's New in Data Exchange

### Interpreting normal maps as unbiased

The new **Interpret normal maps as unbiased** option is available in the Import FBX options dialog box. By default, Softimage interprets all normal maps as unbiased.

Turn off this option to interpret normal maps as biased.

### Inheriting visibility in node hierarchies

The new **Prevent Inheritance of Visibility in Hierarchies by mapping Visibility to Shape instead of Transform** option is available in the Export FBX Options dialog box.

When you export an FBX file to Maya, using the Send to Maya option, you can define whether the visibility in node hierarchies should be inherited to Maya.

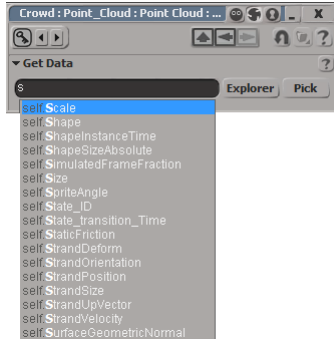
By default, this option enables Softimage to translate visibility in node hierarchies to visibility of the Shape node. By doing this, the nodes are not inherited to Maya.

## What's New in ICE

New features and enhancements include:

- [Quickly accessing ICE attributes using autocompletion](#) (page 9)
- [Quickly adding ICE nodes and compounds using the Tab key](#) (page 9)
- [Specifying references for Get Data and Set Data nodes using the Tab key](#) (page 9)
- [Setting the shortcut key for quickly creating the Get Data and Set Data nodes](#) (page 10)
- [Selecting the desired input ports using the new Connect To menu](#) (page 10)
- [Interactively connecting ICE nodes](#) (page 10)
- [Interrupting ICE trees evaluation](#) (page 11)
- [Displaying and editing ICE attributes using the new IEC Attribute Editor](#) (page 12)
- [Saving evaluation time by editing ICE trees offline](#) (page 12)
- [Muting ICE trees](#) (page 13)
- [New Options to specify the geometry of collision objects](#) (page 13)
- [Reordering exposed ports and layout groups](#) (page 13)
- [Scaling the exposed ports layout](#) (page 14)
- [New Syflex Map port](#) (page 14)

## Quickly accessing ICE attributes using autocompletion



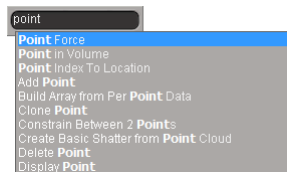
The Autocomplete feature enables you to quickly access the right ICE attribute in the referenced scene elements, as you type any part of the attribute name in the property editor.

You can also access hidden attributes, attributes of Daisy-chain reference elements, and use tokens to access ICE attributes.

For example, to add the self.Scale attribute, type "s" in the property editor. A list of all ICE attributes starting with the letter "s" appears in the alphabetical order.

By default, the first attribute (self.Scale) in the list is automatically selected. To choose another node or compound use the mouse pointer or the up or down arrow keys.

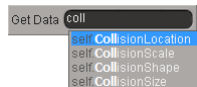
## Quickly adding ICE nodes and compounds using the Tab key



In the ICE Tree editor, you can now quickly add ICE nodes and compounds by pressing the Tab key.

When you press the Tab key, the text field appears. Typing "g:" or "s:" adds the Get Data or the Set Data node, respectively. Then, you can specify the scene reference for the Get Data or the Set Data node by typing the reference name in the text field. This adds the Get Data node with a reference in the ICE Tree editor.

## Specifying references for Get Data and Set Data nodes using the Tab key



Using the Tab key, you can add the Get Data or the Set Data node and also specify a scene reference for these nodes in a single step.

In the text field that appears, type any part of a node or a compound name. The autocompletion functional-

ity fetches the matching nodes and compounds and displays them in the alphabetical order.

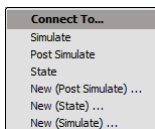
### Setting the shortcut key for quickly creating the Get Data and Set Data nodes

By default, the shortcut key for creating the Get Data and Set Data nodes is ":".

You can specify a new shortcut key using the **File > Preferences > Editors > ICE Tree > Character to resolve shortcut** preference.

For example, if you want to set the alphabet "k" as the shortcut key, then type "k" in the text box. If your preferred shortcut key is a blank space, then press Spacebar in the text box.

### Selecting the desired input ports using the new Connect To menu



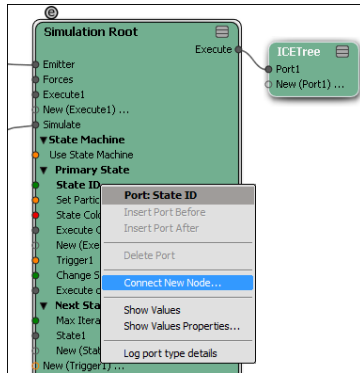
When you drag a base node (not a compound) from the preset manager onto the node you want to connect to, if there is only one valid input port, it will be connected automatically. Otherwise, you can now choose the desired port from the new **Connect To...** menu that appears.

The menu displays all available ports with colors (matching the colors of exposed ports in the connecting node) beside their name in the ICE Tree.

### Interactively connecting ICE nodes

You can now interactively connect one ICE node to another by any of the following ways:

## Using the Connect New Node option



You can directly connect an existing port to a new ICE node by right-clicking the port and choosing the **Connect New Node** option.

Choosing this option displays a text box where you can type any part of a node name. Select a node from the autocompleted list to connect its output port to the port that you selected.

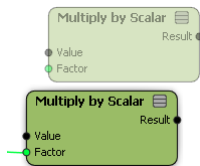
## Making the existing node semi-transparent using the Alt key



In the ICE Tree editor, select an existing node or compound by pressing the Alt key. This makes the node semi-transparent.

You can now drag this semi-transparent node to connect to another node or a line that represents the connection.

## Duplicating existing nodes using the Ctrl+Alt keys



You can now connect an existing ICE node by duplicating it.

Select an existing ICE node, press the Ctrl+Alt keys, and drag them. A copy of the selected nodes is created. You can connect the duplicated node to a valid port on another node by keep pressing the Ctrl+Alt keys.

## Interrupting ICE trees evaluation

You can now halt or interrupt the evaluation of one or more ICE trees whose evaluation time lasts longer than one second. When you interrupt the

evaluation process, Softimage mutes the current and yet to be evaluated ICE trees.

To halt the evaluation, click the



icon on the Softimage tool bar. To interrupt the evaluation of the current and yet to be evaluated ICE trees, press the Ctrl key and then click the



icon.

### Displaying and editing ICE attributes using the new IEC Attribute Editor

The new ICE Attribute Editor displays an alphabetical list all the available ICE attributes of the selected scene object. The attributes list changes depending on the object on which the ICE tree is currently affecting.

Using the ICE Attributes Editor, you can create, rename, delete attributes. You can also mark one or all attributes to get forcefully evaluated by Softimage during the ICE tree optimization process. In the previous versions of Softimage, you can only perform these attribute tasks using the SDK.

#### To view the attribute editor

- From the Softimage main menu, choose **View > ICE > ICE Attribute Editor**.

or

- Click the **Attr. Editor** button on the ICE Tree editor tool bar.



### Saving evaluation time by editing ICE trees offline

You can now edit ICE trees offline, without updating the scene, by clicking the **Enable/Disable ICE editing offline mode** button (



). This button is available in the ICE Tree Editor menu bar. Editing ICE trees offline helps to save the computation time of Softimage for each modification (modifying parameter values, changing connections between ICE nodes, and so on) that you perform in an ICE tree. Moreover, there is no waiting time to make successive modifications.

After completing all modifications offline in the ICE tree, click the **Refresh** button (



) in the ICE Tree Editor menu bar to update the scene. Softimage evaluates all your modifications in the ICE tree and updates the scene.

### Muting ICE trees

You can now mute ICE trees like any other operator on the operator stack in a scene.

#### To mute an ICE tree

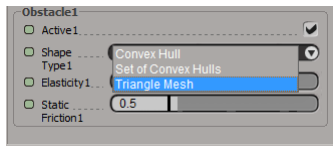
- Turn on the **Mute** option in the PPG of the root ICE tree.

or

- Right-click on the ICE tree, and choose **Mute** from the contextual menu.

Muting helps you to hide or temporarily disable one or more effects created by ICE trees in a scene. Muting complex ICE trees also improves the performance of a scene. You can make modifications to a muted ICE tree. Softimage does not evaluate your modifications, until you unmute the ICE tree.

### New Options to specify the geometry of collision objects



During rigid body collision, particles now properly collide with an obstacle leaving no gap between them.

The new **Triangle Mesh** obstacle property builds an exact triangular mesh shape for the colliding object. This shape increases the collision contact of the particles to the geometry, thereby resulting in the highest precision in collision.

### Reordering exposed ports and layout groups



You can now reorder exposed ports and layout groups in the ICE tree editor by dragging them and inserting on the desired location.

### Scaling the exposed ports layout

You can now scale the exposed ports layout when editing compounds in the ICE Tree editor. Note that you cannot undo the scaling actions.

To scale the ports layout group, place the mouse cursor on the border of the layout and drag horizontally.

While scaling, the ICE Tree view is updated interactively. Scaling helps you to clearly view and read the exposed port names, which are longer.

### New Syflex Map port

The new **Map** port is available in the Syflex Nail, Pin, and Mimic ICE compounds. This port enables to use a weight map to control the percentage of influence that the Syflex Nail, Pin, or the Mimic compound have on the points. Points with weight 1.0 are fully influenced by the Nail, Pin, or the Mimic behavior. Points with weight 0.5 are half influenced by this compound, half by other forces (gravity, damping, collision, and so on.)

## What's New in Lighting and Shading

New features and enhancements in Lighting and Shading include:

- [Quickly adding shader nodes in the Render tree using the Tab key](#) (page 14)
- [Connecting shader nodes using the Connect To menu](#) (page 15)
- [Sorting materials and image clips in the Material Manager](#) (page 15)
- [Clipping Planes for spot lights](#) (page 15)
- [Displaying scene and selected objects information on Viewport](#) (page 16)
- [Displaying spot light shape attenuation effect using OpenGL](#) (page 17)
- [TangentOp3 operator support](#) (page 19)

### Quickly adding shader nodes in the Render tree using the Tab key

In the Render Tree, you can now quickly add shader nodes and compounds by pressing the Tab key.

Press the Tab key in the Render tree. In the text box that appears, type any part of a node or a compound name. From the auto-completed list of matching nodes and compounds, select the one that you want to add in the Render tree.



### Connecting shader nodes using the Connect To menu

Drag a connection arrow from an output port onto a collapsed node, port group, or texture layer. Release the mouse button and the **Connect To...** menu appears displaying all available input ports in the Render tree that are valid for that connection.

All available ports in the pop-up menu display colors beside their name in the form of a rectangle. These colors match the colors of exposed ports in the connecting node. The colors help to know the right ports that you want to connect between two nodes.

### Sorting materials and image clips in the Material Manager

You can now sort Materials and Image Clips, alphabetically, in the Material Manager.

The available sorting modes are:

- **None (Creation)** — Displays the default order based on when the material was created.
- **Alphabetical** — Sorts the materials alphabetically. Any numeric suffix is sorted in correct numerical order. For example, Material2 appears before Material10.
- **Used + Alphabetical** — Sorts the materials into used and unused groups, and then sorts alphabetically within each group.
- **Reverse Sorting Order** — Sorts the materials in the reverse order.

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**NOTE** All these sorting options are also available in the **Preferences > Editors > Material Manager**.

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### Clipping Planes for spot lights

The clipping planes are now available to set the minimum and maximum viewable distances for spot lights. The clipping planes options are similar to those available for the Camera primitive. For more information on the Clipping Planes options, see the Clipping Planes section in the **Reference > Properties Reference > Camera Properties > Camera Property Editor** topic.

## Displaying scene and selected objects information on Viewport

	Selected	Total
Objects	1	134
Triangles	84540	115550
Points	32410	58613
Edges	65080	118604
Polygons	32780	58273
Poly. Triangles	1540	1584
Poly. Quads	30880	58113
Poly. with 5+ pts	580	578

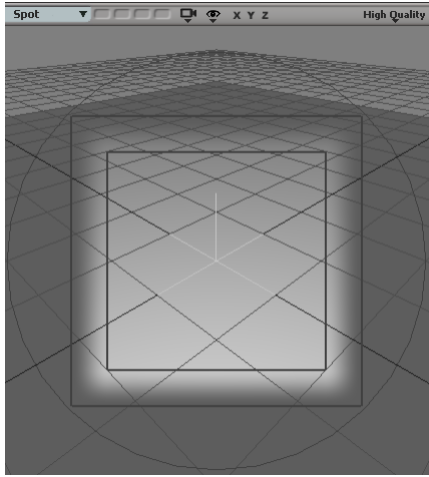
The following new options are available in the Camera Visibility property editor to display more information about a scene on the viewport:

- **Show Objects and Triangles Info** — Displays only the number of selected and/or scene objects, and the total number of triangles in the selection, in the upper left-hand corner of the viewport.
- **Show Components Info** — Displays only the number of components in the selected and/or scene objects in the upper left-hand corner of the viewport.
- **Show Polymesh Polygons Info** — Displays only the number of polymesh polygons in the selected and/or scene objects in the upper left-hand corner of the viewport.

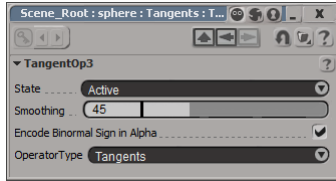
## Displaying spot light shape attenuation effect using OpenGL

When you use a spot light to view through in the viewport, an OpenGL feedback is now available displaying the shape attenuation effect for the spot light.

To view the OpenGL feedback, turn on the **Enable** option in the Shape Attenuation section of the Spot Light property editor.



## TangentOp3 operator support



The new **TangentOp3** operator replaces the TangentOp2 operator. When you change the TangentOp and Geometry Approximation values, the TangentOp3 operator reevaluates the changed values and produces accurate results in the viewport.

## What's New in Managing Scenes, Files, and Projects

New features and enhancements in managing scenes, files, and projects include:

- [Support for Importing and Exporting Alembic Files](#) (page 19)
- [New options for clearing unused image sources/clips and materials](#) (page 20)
- [Skip copying external files from specific directories](#) (page 20)
- [Saving external scene files in the current project](#) (page 21)
- [Backing up scene files](#) (page 21)

### Support for Importing and Exporting Alembic Files

You can now export complex scenes and animations as an Alembic file, and then re-imported into Softimage to improve playback performance and reduce memory use.

### Importing Alembic files

To import Alembic cache files into Softimage, choose **File ► Alembic ► Import Alembic**. Choose the options from the Alembic Import dialog box.

By default, all Alembic format object(s) are imported under the selected object in a scene. If you do not select an object, then the object(s) are imported under Scene\_Root.

## Exporting Softimage objects to an Alembic file

Using the **File > Alembic > Export Alembic** option, you can export all objects or selected polygon and NURBS objects in a Softimage scene to an Alembic cache file.

In the Alembic Export dialog box, specify or choose the necessary options to export.

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### NOTE

Softimage supports exporting only the following object(s) to Alembic format:

- PointCloud — Shape instancing, particle animation through ICE attributes (position, color, size, orientation), and most of the ICE data types
- PolyMesh — Shape animation, UVs, FaceSets
- Null rig

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## Support for changing topologies import and export

Using the Alembic Import and Export options in Softimage, you can now import and export alembic scenes with ICE topologies that change over time.

The supported changing topologies for import and export are vertex count, edges, and so on. It also supports UVs, normals and generic maps.

## New options for clearing unused image sources/clips and materials

The following new options are now available in the External Files Manager for deleting unused animation and cache sources:

- **Delete Unused Animation Sources** — Removes unused animation sources in a scene.
- **Delete Unused Audio Sources** — Removes unused audio sources in the animation.
- **Delete Unused Cache Sources** — Removes unused ICE cache files in the simulation.

## Skip copying external files from specific directories

You can now prefer to skip copying external files in a scene from specific directories.

- 1 From the Softimage main menu bar, choose **File > Save As**.

- 2 In the Save Scene dialog box that appears, choose **Do not Copy** from the **External Files** drop-down list.

### Saving external scene files in the current project

You can now save only the external files in a scene in the current project using the **Copy Only Files Under Current Project** option, which is available in the **File > Save As > External Files** drop-down list.

### Backing up scene files

You can now back up a scene to a custom project without changing the current state of the scene.

Choose **File > Save Backup** or press Ctrl+Alt+S to backup a scene.

## What's New in Rendering

New features and enhancements in rendering include:

- [Scaling the render preview content](#) (page 21)
- [Support for Progressive Rendering](#) (page 22)
- [New mental ray string options](#) (page 22)
- [Displaying RGBA values and Exposure Controls in the render region](#) (page 23)
- [Displaying only the active current pass render channels](#) (page 23)
- [Activating/deactivating multiple render channels](#) (page 23)
- [Overriding Mixed Viewing Mode parameter for all cameras](#) (page 24)

### Scaling the render preview content

When you scroll the mouse, the **Options > Autofit viewer** option in the Render Preview window automatically turns off to allow zooming the content.

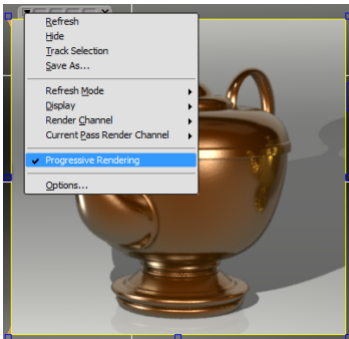
In the scaling mode, you can perform the following tasks:

- **Scaling** — The main menu bar in the Render Preview window also provides the Zoom option. You can adjust the slide bar in this field or double-click the field and enter a scaling value for the rendered image.
- **Panning** — Press the left-mouse button to pan the rendered image.

- **Exposure** and **Gamma** — Specify the Exposure and Gamma correction values for the rendered image.

Using the Save menu options, you can save the original and the scaled versions of the rendered image for comparison.

### Support for Progressive Rendering



The mental ray renderer in Softimage now supports progressive rendering.

Progressive rendering displays an approximation of the final result quickly in cases when the full resolution will take a long time to download or compute.

By default, the progressive rendering mode is not active. You can activate it by:

- Clicking the **Progressive** button in the **View Rendering/Texturing Render Preview** window.

OR

- Choosing the **Progressive Rendering** option from the **Render Region** menu.

Following new Progressive Rendering properties are added to the mental ray Render Options property editor:

- **Min Samples** — Sets the minimum number of samples per pixel to render before considering any of the other criteria listed below. Default is 4.
- **Max Samples** — Sets the number of samples per pixel that causes progressive rendering to stop. Default is 100.
- **Threshold** — Sets the error threshold to stop progressive rendering. Default is 0.05.

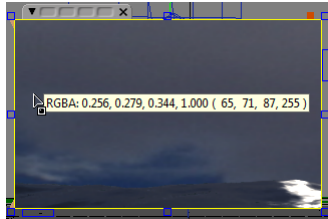
### New mental ray string options

New string options are implemented as arbitrary name value pairs, where the name of the option is a quoted string, and the value can be a boolean, string, integer, float, 3 floats, or 4 floats. For example, "name" on/off, "name" "string", and so on.



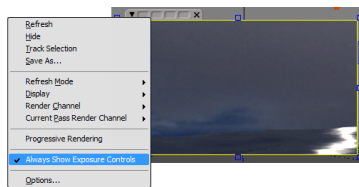
You can include mental ray string options in the supported formats by turning on the **Enable** option in the **Render Manager > mental ray (Global Renderer) > String Options** tab. By default, this option is turned off.

### Displaying RGBA values and Exposure Controls in the render region



In the render region, press the Ctrl key and hover the mouse cursor on the rendered content. The tool tip displays the corresponding RGBA values of the color where the mouse cursor is located.

To display the exposure controls, choose **Always Show Exposure Controls** option from the Render Region menu.



To display the exposure controls, choose **Always Show Exposure Controls** option from the Render Region menu.

### Displaying only the active current pass render channels

In the render region, you can view only the active render channels used by the current pass by choosing the new **Current Pass Render Channel** menu.

The Current Pass Render Channel menu displays:

- **Main** and **Normal** render channels under the **Default Pass**
- **Ambient** and **Diffuse** render channels under the **Ambient Diffuse Pass**
- **Empty** render channel under the **Highlight Pass**

### Activating/deactivating multiple render channels

To activate/deactivate more than one render channels (for example, 10 consecutive channels at once

- 1 Click the first cell in row 1, and drag the cursor down to row 10. The 10 rows that you want to activate/deactivate are highlighted in blue.

- 2 Place the cursor on the first column in row 10, and release the left mouse button.

### **Overriding Mixed Viewing Mode parameter for all cameras**

The new **Override Mixed Viewing Mode for all Cameras** preference is now available in the **File > Preferences > Tools > Display Preferences > General** tab.

This preference provides the following options to enable or disable the Mixed Viewing Mode parameter for cameras.

- **Do not override** — You can choose to enable or disable overriding the Mixed Viewing Mode parameter for each camera.
- **Override as Disabled** — Disables overriding the Mixed Viewing Mode parameter for all cameras.
- **Override as Enabled** — Overrides the Mixed Viewing Mode parameter for all cameras.