Lumion 2024: Update to 24.1.0 - Release Notes

May 30, 2024

Lumion 2024.1 is a content update that brings new sports equipment, materials, and objects to the *Lumion Library*.

Important: To install the changes, *Lumion* 2024 needs to be updated. Please follow the instructions in the Lumion pop-up window and see the article below for additional information:

- **Knowledge Base:** How does the Updater for Lumion work?

For background information, also consult:

- **Knowledge Base:** Lumion 2024.0: Release Notes
- **Knowledge Base:** Transitions from prior versions to using Lumion 2024

1. New Content in the Library:

Lumion's latest update brings an improved experience by introducing a comprehensive suite of gym equipment, simplifying the workflow when designing dynamic and realistic fitness spaces.

A total of 134 *Library Objects* have been added in Lumion 2024.1.

Filter: New content can be filtered by using ***L24.1*** in the *Search* bar.

1.1: New *Objects**

Objects: 86	***People and Animals:*** 42
Transport: 3	***Decals:*** 3

*43 Objects are made available in *Lumion Standard.*

1.2: New *Materials*

Materials: 13
• Grass: 3 • Assorted: 10

A detailed breakdown of the *Objects* and *Materials* is published on the Lumion Website:
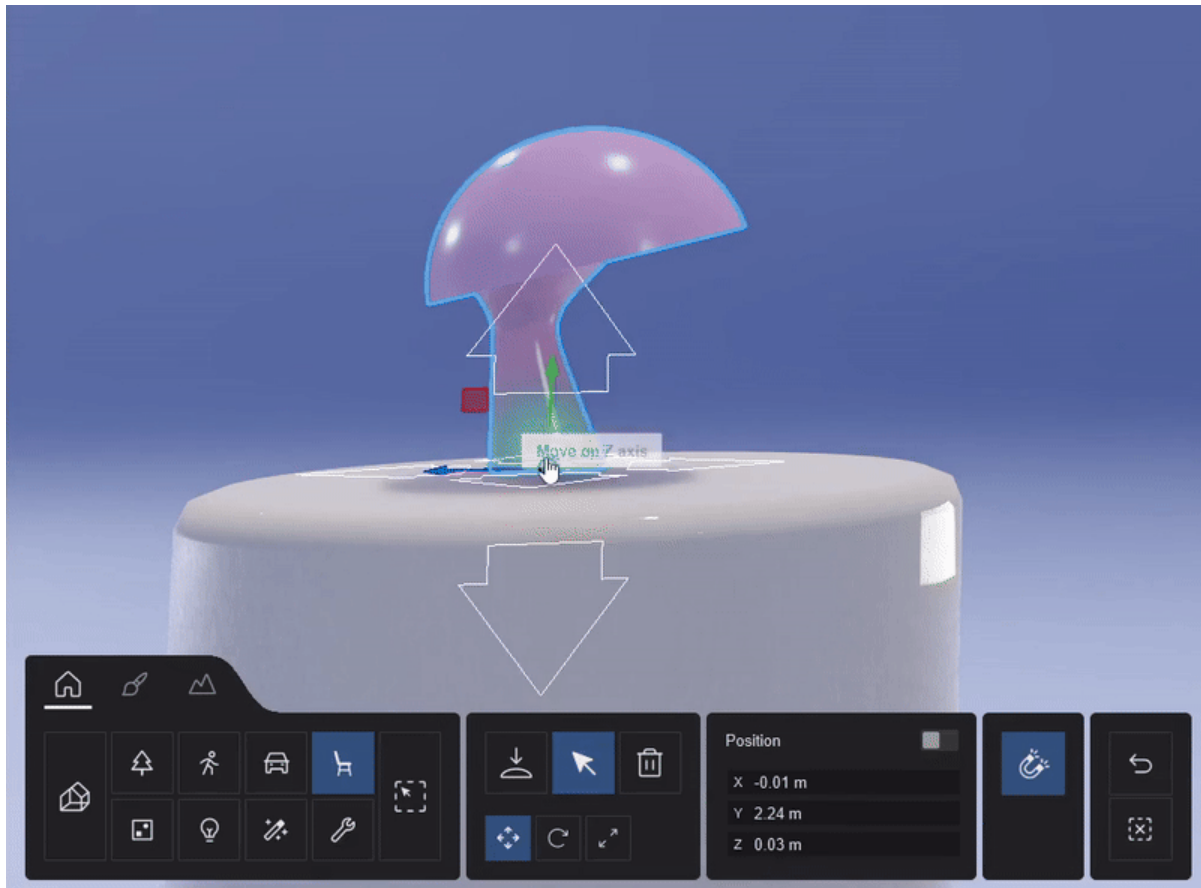
- **Lumion Website:** [Lumion 2024.1 Update](#)

2. Improvements:

Local space Gizmo:

With Lumion 2024.1, the *Gizmo* has a new option that allows for conforming to the world space or the local model space. In *Model Space*, the *Gizmo* will be parallel to the *Heading*, *Pitch*, and *Bank* rotation of the selected *Object*.

3. Resolved issues and other improvements:

Build Mode:

- **Landscape → Wind**: animations have been improved for a more realistic movement of affected *Objects*.
- **Object Library → Effects**: Placing *Objects* behind a *Clipping Plane* now maintains the correct visibility for other *Scene Objects*.

Photo and Movie Mode:

- **Preview → Grid Overlays**: has been restored to default to *Grid Overlay*.

Effects & Styles:

- **2 Point Perspective Effect**: will no longer remain active when switching to a different *Photo/Clip Slot* after the *Preview* has been updated for the previously selected *Slot*.
- **Sun Study Effect**: Rendered output will not display the 'North offset' gizmo.

- ***Move Effect* and *Advanced Move Effect*:** will no longer deselect the current selected *Object* when moving it using the *Gizmo* while another *Object* is behind it.
- ***Ray Tracing Effect*:** should display drastically fewer fireflies on *Nature Objects*.
- ***Ray Tracing Effect*:** will now render as expected *Objects* assigned with a Material *whose Opacity* is lower than 100% when viewed above the horizon line.

Rendering:

- ***Objects → Nature*:** rendered using *Ray Tracing* will no longer display random fireflies.

Material Library:

- **User interface:** Scrolling is now supported for the bottom subpanel of the *Material Editor* (*Standard Material*) when the display resolution does not allow it to fully fit in the screen space.

4. General:

- **System Requirements:** The screen resolution check will now verify both the set resolution and DPI scaling of the display.
- **Lumion Updater:** will now check for disk space requirements before starting the update process.
- **Lumion Updater:** requires less disk space to install and apply an update.
- **User interface:** Various UI fixes.