Lumion 2024: Update to 24.2.0 - Release Notes

1. New Content in the Library:

Lumion 2024.2 is the largest update yet containing *Animated People Objects.* A total of 103 *Library Objects* have been added in this version.

Filter: New content can be filtered by using **L24.2** in the *Search* bar.

1.1: New *Objects**

People and Animals: 103

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

A detailed breakdown of the *Objects* is published in the articles below:

- **Knowledge Base:** [What is the new content added in Lumion 2024?](#)

and on the Lumion Website:

- **Lumion Website:** [Lumion 2024.2 Update](#)
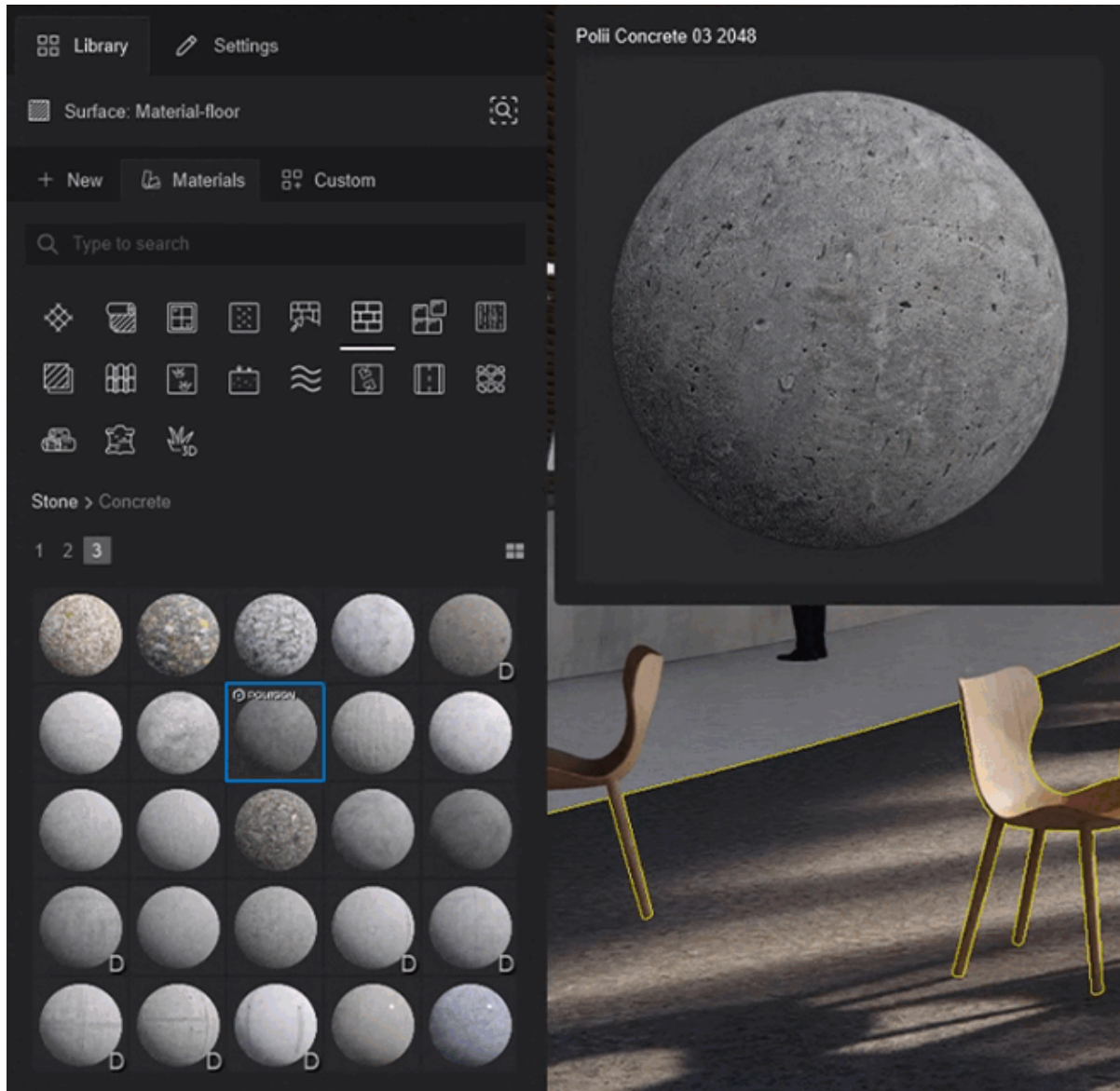
2. Improvements:

2.1: Sun disk size for *Ray Tracing*:

With Lumion 2024.2, the *Sun Disk Size Slider* value, while *Ray Tracing* is enabled, will influence the softness of *Shadows*.
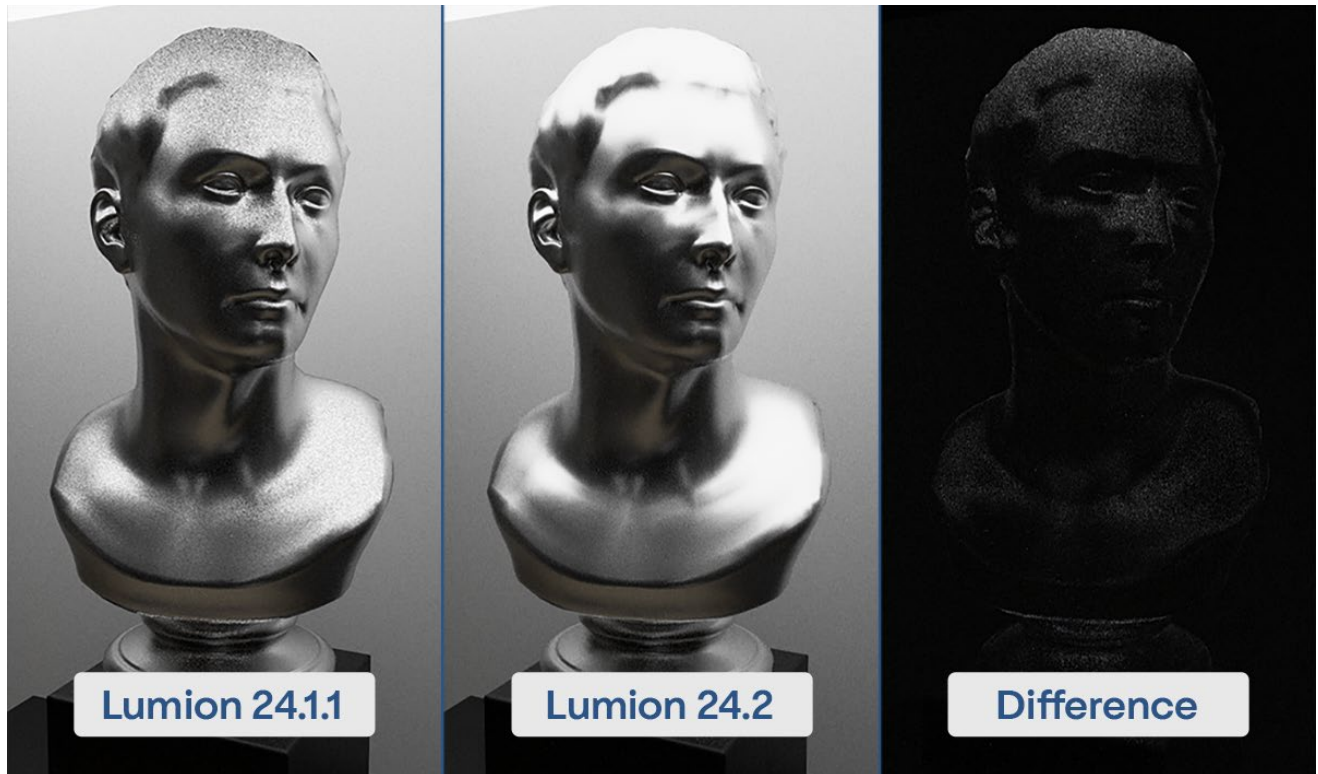
2.2: Large *Material Library* thumbnail preview:

Hovering over a *Library Material* will now display a larger *Preview* to aid with the selection of assets during *Project* building.

2.4: Multiple Importance Sampling (MIS) for rough surfaces:

MIS now also applies to rougher surfaces, producing a less noisy output.

2.5: Smooth *Depth of Field* bokeh effect:

A new *Bokeh Preset* has been added for softer blur results:

3. Resolved issues and other improvements:

Build Mode:

- ***Layers*:** Loading an .LS11 and older file will no longer cause *Layers 1* to *20* to share the same name.
- ***Layers*:** *Layer 1* will no longer unhide itself when changing the *Material* of an *Object* placed on a different *Layer*.
- ***Paint Placement*:** will no longer cause jittery mouse movement.
- ***Object Library → Cars*:** the *Metallic Paint* no longer occasionally appears matte.
- ***Object Library → Nature*:** Leaf surfaces are now displayed again as billboards that follow the camera direction when using the *Rasterization* pipeline.
- ***Object Library → Nature*:** A new *Tag* ('billboard') for *Objects* containing billboarded leaves has been added.
- ***Object Library → Nature*:** *Tags* containing the Latin names of *Nature Objects* have been restored.

- ***Object Library → Fine-detail Nature***: *Objects* with flowers are now displayed as expected.
- ***Object Library → Groups***: placement time in *Build Mode* has been significantly improved.
- ***Object Library → Effects***: *Parallax Rooms* no longer display a red tint when viewed or rendered from certain angles.
- ***Object Library* → Thumbnails:** various small fixes and improvements.
- ***Object Library* → Utilities:** *Clipping Planes* will no longer cut through *Objects* that have been assigned the *Landscape Material*.
- ***Material Library* → Thumbnails:** that contained semi-transparent surfaces have been improved and are no longer displayed as opaque.
- ***Material Library* → Thumbnails:** for preset *Glass Materials* have been improved. .
- ***Material Library* → Glass:** Values have been tweaked for the *Deco Glass Presets* to better reflect the contents of the *Thumbnail.*

Photo and Movie Mode:

- ***Movie Mode***: is now limited to the intended 10 *Clip Sets*.

Effects & Styles:

- ***Color Correction Effect***: will now display the correct translations for the LUTs.
- ***Ray Tracing Effect***: no longer displays a dark outline around *Objects* directly in front of the *Sky*.
- ***Ray Tracing Effect***: *Materials* with a high *Roughness* value now give better results when rendered.
- ***Ray Tracing Effect***: the *Photo Denoiser* has been updated to a newer version.
- ***Ray Tracing Effect + Sky Effect***: no longer displays white rectangles in the sky when switching between *Photos* that have a high difference in *Sky Brightness*.
- ***Move* and *Advanced Move Effects***: all *Object* types can now be animated.
- ***Animated Phasing Effect***: *Animations* that are assigned 'No Effect' will no longer disappear from the timeline.
- ***Reflection Effect → Planar Reflections***: added to multiple *Photos* will no longer occasionally cause a crash on AMD graphics cards while rendering.
- **Styles:** The *Day* and *Day RT* styles have been improved for better visual fidelity to real life.
- **Thumbnails:** various small updates and improvements.

Save, load, and recovery:

- ***Example Projects***: can now be opened in the *Student Edition*.
- ***Merging Projects***: will no longer cause unexpected behaviour with *Groups*.

Importing and exporting:

- **DWG format:** is now faster to import

- **SKP format:** importing an .SKP file will no longer cause the *Color Maps* to be converted into *Opacity Maps*.
- **SKP format on AMD GPUs:** importing and .SKP file on a system that uses an AMD graphics card should no longer cause an unexpected crash before the completion of the import.
- **Animations:** the import time for complex *Object Animations* has been slightly improved.

Rendering:

- *Additional Output*: the video memory usage for the *Material ID* at *Print* resolution has been significantly reduced when rendered while *Ray Tracing* is used.
- *Additional Output:* the *Sky Mask* output will now be rendered as expected when rendered alongside the *Specular* or *Lighting Masks* while *Ray Tracing* is used.

4. General:

- **User interface:** Various UI improvements.