Lumion 2024: Update to 24.3.0 - Release Notes

Lumion 2024.3 brings new city-themed exterior **Objects** to the Lumion **Library** as well as some additional new features and improvements.

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:** Lumion 2024: Update to 24.1.0 - Release Notes
- **Knowledge Base:** Lumion 2024: Update to 24.2.0 - Release Notes
- **Knowledge Base:** Transitions from prior versions to using Lumion 2024

1. New Content in the Library:

The Lumion *Library* has been expanded with new *Objects* and *Materials*. This update's overarching theme is **city and outdoor** - new buildings, streetlights, fences, and various other construction and urban elements, including new stylized assets have been added.

In this release, there's also a new *Objects* sub-category: *Backdrops*.

These are large cylindrical *Objects* with city skylines, forests, mountains, and other background imagery, ideal for quickly filling in the surroundings of your *Projects*.

Note: New content can be filtered by typing *L24.3* or *24.3* in the *Search* bar and is marked with a blue dot:

1.1: New Content breakdown

Outdoor Objects	**160** new outdoor and urban-themed objects.
Materials	**16** new *Materials* including grass, snow, ice, moss, and roofing tiles.
Stylized Assets	**26** low-polygon, outdoor assets: benches, planters, seating, vending machines, rail, street light, and trash cans.
Backdrops	**35** new background panels depicting cities, trees, mountains, hills, and dunes.

A full list of all the new *Objects* is published in the article below:
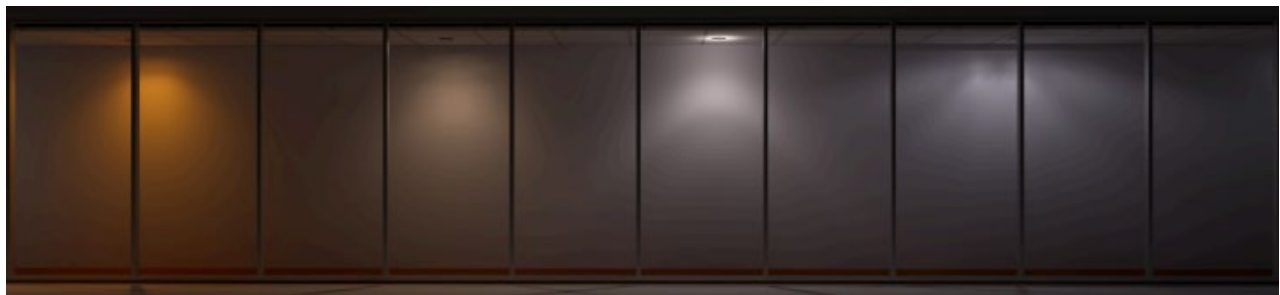
- **Knowledge Base:** [What is the new content added in Lumion 2024?](#)

And on the Lumion Website:

- **Lumion Website:** [What's new in Lumion 2024.3](#)
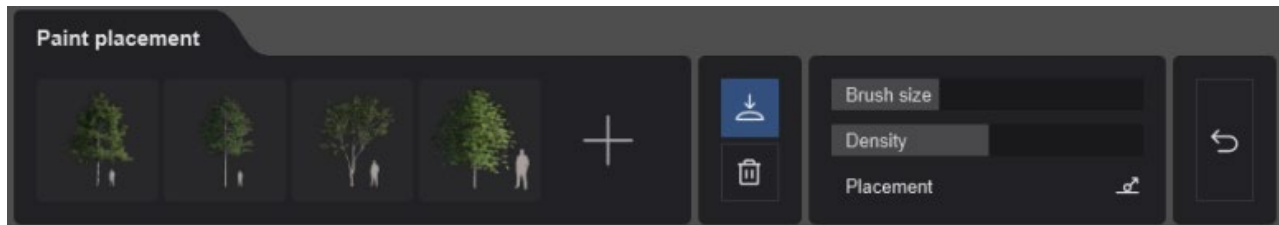
2. New Features:

2.1. Import Lights

Lumion now supports importing *Spotlights* and *Omnilights* directly from the CAD program. For a more detailed guide on how this works, follow the article below:

- **Knowledge Base:** [How do you import Lights from your CAD software?](#)

3. Improvements:

3.1: Improved Paint Placement

Paint Placement has been overhauled and now lets you place multiple different models at once, similar to *Line Placement* and the recently updated *Cluster Placement*.

A selection pool of up to 20 different models is supported together with adjusting the *Brush Size* and toggling *Conform to Landscape.*

Doing a brush stroke with a high *Brush Size* and *Density* can result in an extremely large number of models being placed at once, so to prevent this, Lumion will limit the number of items placed per frame:
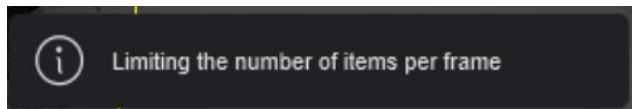
Eraser Mode now also has an *Eraser Size* and *Strength* for more flexibility. Erasing now will also delete any other *Nature* elements in the active *Layer*, not only items placed in the current *Paint Placement* session.

Note: *Paint Placement* is still only available in the nature category.
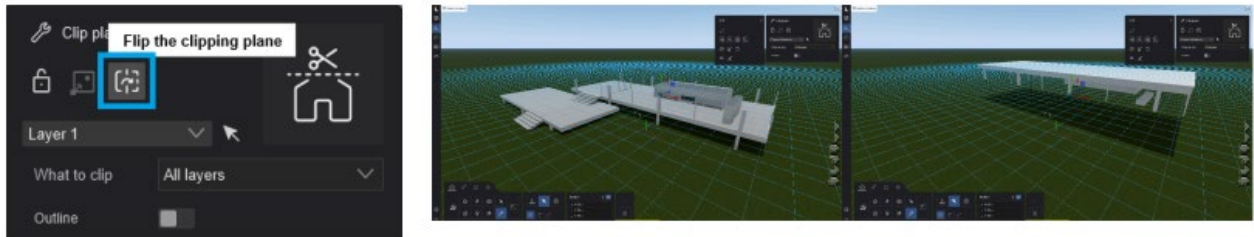
3.2: Performance Improvements
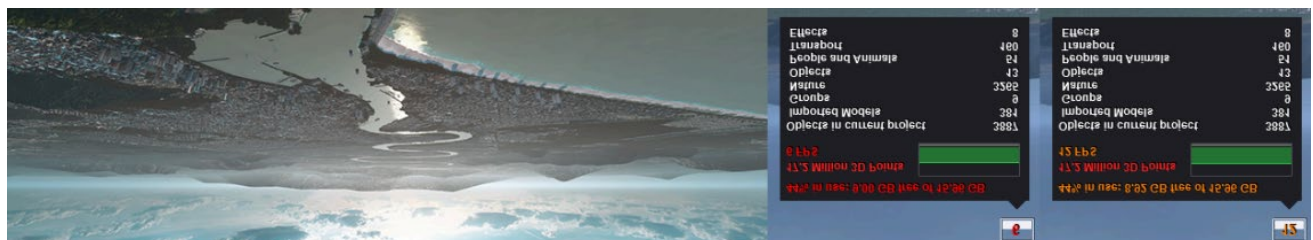
Lumion 2024.3 got a performance improvement, mostly noticeable in *Build Mode* and on the raster *Preview* in *Photo*, *Movie*, and *Panorama Modes* on large complex scenes that have

Imported Models with many surfaces and *Materials*. Improved rendering times can also be noticed when using rasterization.

3.3: Improved Clip Plane Object

The *Clip Plane Object* now has a toggle that flips the plane, which makes it easier to select a side to *Clip* as opposed to having to rotate it manually.

3.4: Improved Blueprint Effect

The *BluePrint Effect* has a new property slider (*Grid Rotation*) which allows for setting the horizontal orientation of the grid.

4. Resolved issues and other improvements:

Build Mode:

- *Gizmo*: Moving an *Object* with the *Gizmo* now updates the *Landscape Height* as expected.
- *Move Object*: The move distance is now displayed when moving an *Object* with the *Gizmos* in XZ, XY, and XZ space.
- *Line/Cluster/Paint Placement*: The 20th *Object* of the selection now displays the delete button.
- *Line/Cluster/Paint Placement*: A message box "*Select an Item from the Library*" has been added when the selection is empty.
- *Line/Cluster/Paint Placement*: The text box is larger and improved to fit on one line when no *Object* has been selected yet.
- *Line/Cluster placement*: No *Object* will be displayed until a selection is made.
- *Line Placement*: The *Straight* / *Smooth* setting that was used on the previous *Line Placement* is now maintained.
- *Cluster placement*: *Objects* placed when toggling "*Conform to Ground*" are now correctly displayed and can be used by the *Gizmo* .
- *Paint Placement*: The cursor no longer goes on top of *Nature Objects* when painting, making it much easier to place/delete them.
- *Paint Placement*: The maximum *Density* has been adjusted from 150% to 100%.
- *Paint Placement*: Added a hotkey L to increase/decrease the *Brush* size and B to switch between *Paint* and *Erase* (and vice-versa).
- *Paint Placement*: The correct number of *Trees* is now displayed in the *Performance Monitor*.
- *Select all Objects in the same category*: was renamed to " *Select all similar Objects* " and improved to select *Objects* that relate to the current selection.
- *Landscape*: Raised *Landscape* no longer disappears when rotating the camera upward.
- *Landscape → Paint height*: *Raise Landscape* behavior has been reverted to the same as in Lumion 2024.2.
- *Performance*: *Editor* performance is improved when working on scenes with *Imported Models* that have a high number of surfaces.
- *Nature Objects*: *Nature Objects* no longer lose their leaves/needles.
- *Undo*: Deleting *Objects* will now be restored as expected.
- *OpenStreetMap*: *Clip Plane Objects* now take the *OpenStreetMap Orientation* into consideration.

Materials:

- *Standard PBR material → Map scale → Custom*: Offsetting a texture on the Y-axis by 100% now works as expected when using non-square portrait textures.
- *Standard PBR material → Weathering*: The Iron, Copper, and Plastic *Weathering* presets no longer remove the metallic appearance of the *Material*.

Photo, Movie, and Panorama Modes:

- **_Near Clip Plane Effect_:** The _Near Clip Plane_ is applied to the reflection cubemap if the _Reflection Control Object_ hasn't been manually placed in the scene.
- **_Phasing Effect_:** Using the pop-up transition when the playback was set before the animation started on the timeline, light _Objects Orientation_ will be maintained and no longer reset to 0,0,0.
- **_Phasing Effect_:** The bounding boxes in the "_Select Objects_" screen have been removed.
- **_Ray Tracing Effect_:** _Materials_ with _Opacity_ lower than 100% are now rendered as expected above the horizon when the _Denoiser_ is disabled.
- **_Ray Tracing Effect_:** The hex tiling function now longer produces pixelated results in _Ray Traced_ reflections.
- **_Advanced Move Effect_:** _Advanced Move Keyframes_ now save as expected when certain _Groups_ are present in the scene.
- **_Material ID Additional Output_:** Surfaces from the same model that had _Grass_, _Ivy_, _Fur_ or _Water_/_Waterfall Materials_ now appear as different colors in the _Material ID_ output.

Import/Export

- **_Imported Animations_:** The import times and file size for complex animated _Imported Models_ have been improved.
- **_Batch Import_:** The batch import UI now displays the selected models as expected in the list when importing from a root directory. **E.g.** from "_D:_". The folder name is also now used as prefix.
- **_Batch Import_:** When importing exactly 2 models from a root directory, the batch import UI is now used instead of single model import UI.
- **_Import → .OBJ_:** now import as expected (scale-wise) across all recent Lumion versions (2023.2 and newer).
- **_Import → .FBX_:** Importing complex .FBX models with many textures and _Materials_ should no longer cause a "Lumion ran out of memory" error if the machine has enough memory available.
- **_SketchUp_:** Models imported or _LiveSynced_ with SketchUp 24 should no longer display wrong texture scale.

Save, Load, Merge, and Project file recovery:

- **_File Path_:** Lumion now opens Windows Explorer at the last loaded file's path in certain situations. **E.g.** when saving a _Project_.

Miscellaneous:

- ***Example Scenes:*** *Clips* in the example scenes now have *Fully Ray Traced Glass* disabled.
- ***Example Scenes:*** Removed the *Ray Tracing Effect* from *Panoramas*.
- ***Terms of agreement:*** The text is now visible at all times.
- ***Tutorials:*** AZERTY keyboards are now supported.
- ***Tutorials:*** Various improvements.
- ***UI:*** Various improvements.
- ***Help Overlay:*** It will now show the keyboard control schemes for Revit, Rhino and SketchUp.