Lumion 2024: Update to 24.4.0 - Release Notes

November 26, 2024

Lumion 2024.4 brings *Ray Traced Grass* alongside a new *Effect* and resource optimizations for video memory.

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:** Lumion 2024: Update to 24.3.0 - Release Notes
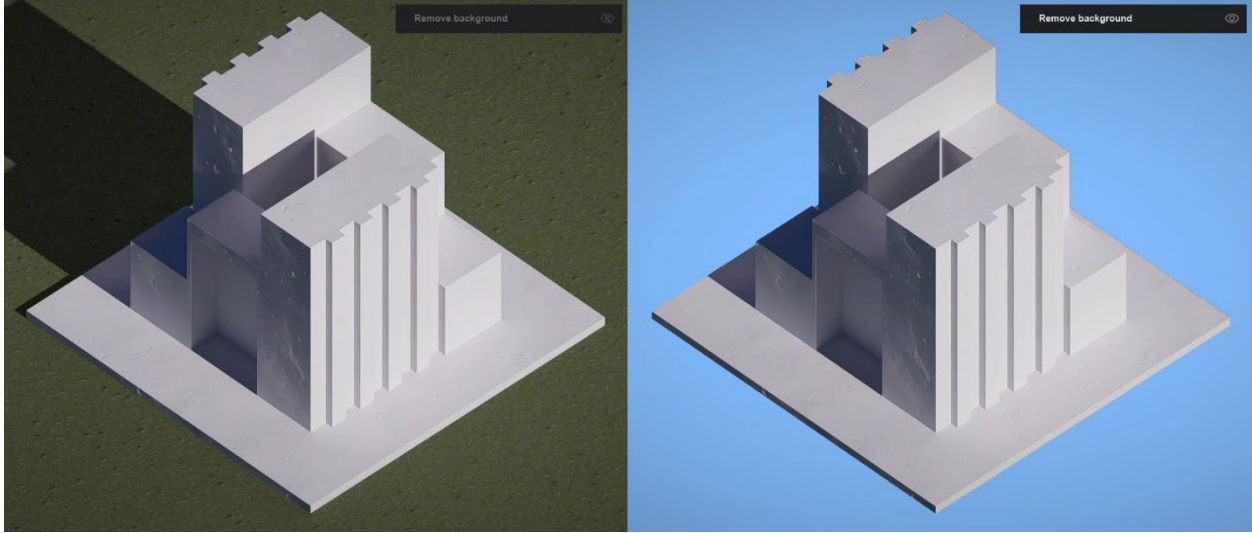
1. New feature highlights

1.1: Ray traced Landscape Grass:

The newest version of Lumion 2024 also brings *Ray Traced Grass* that is now visible in Reflections and behind glass objects.
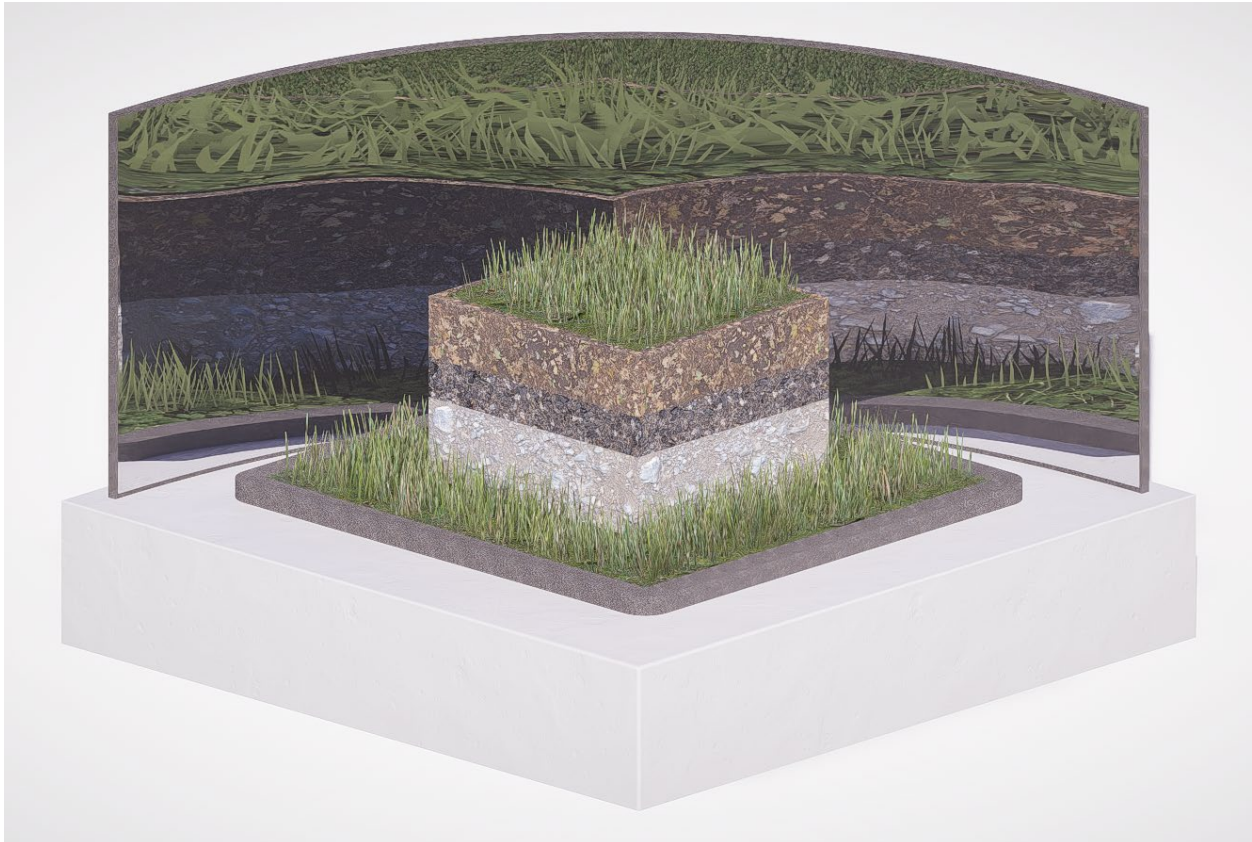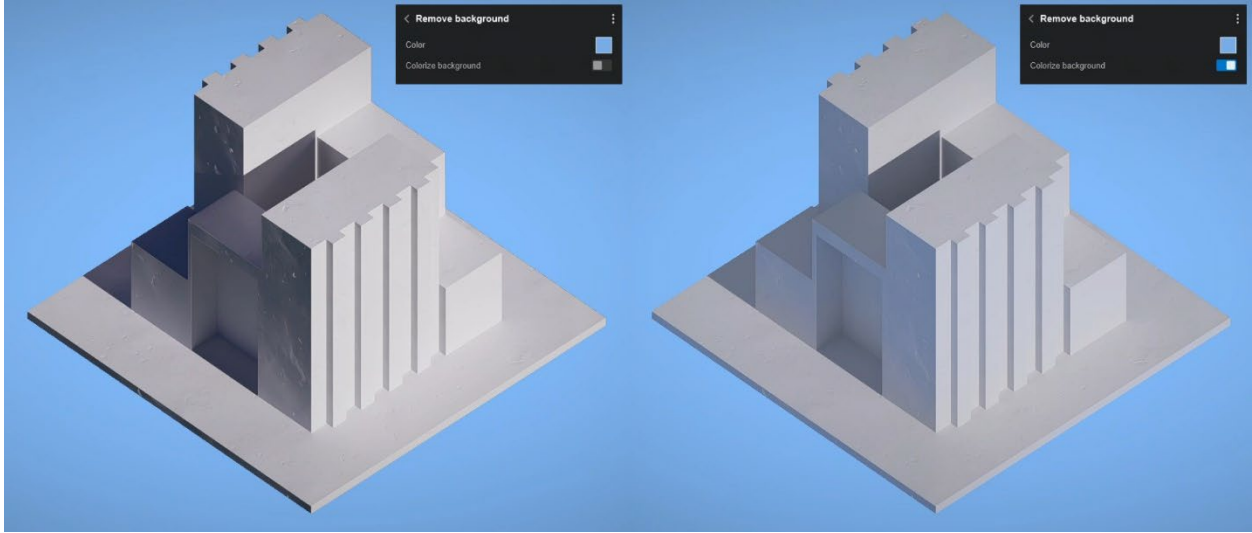

1.2: New Effect - Remove Background:
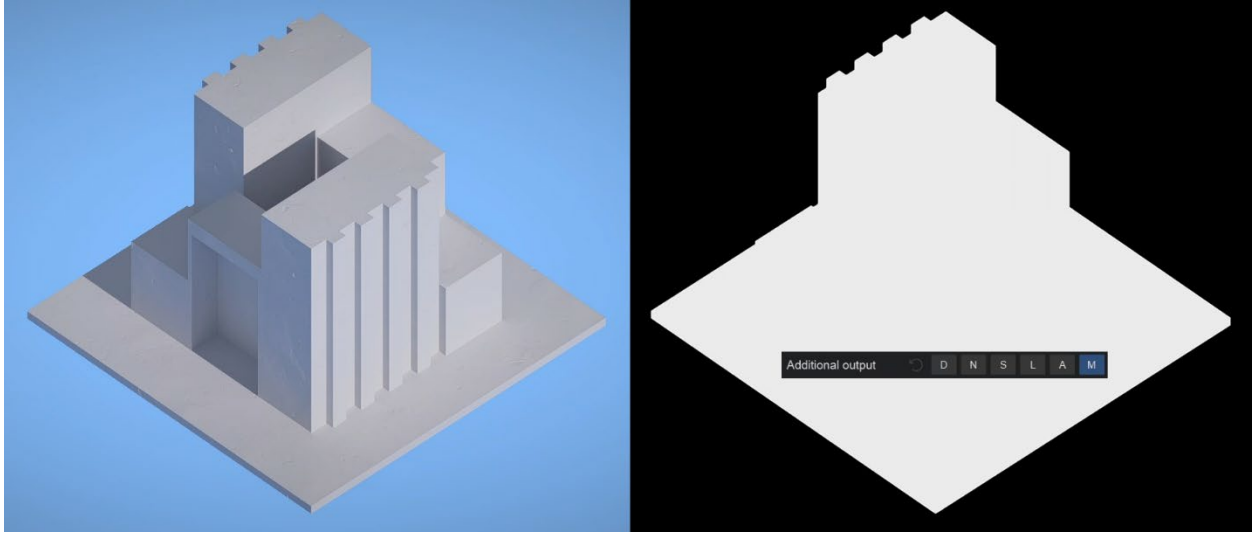
The *Landscape* terrain and *Sky* can now be replaced with a solid color to allow models in a *Project* to stand out:

The option to influence the tone of the lights and shadows using the background color is also available.

When selecting the *Material ID* in the *Additional Outputs*, the background color will remain solid, making it easily selectable for post-processing:

1.3: Improved resource management:

The graphics card (video) memory in Lumion 24.4 has been improved during real-time navigation and, especially, during rendering. Switching between *Modes* will now allocate graphic resources necessary only for the active mode, resulting in graphics card memory usage reduction of up to 40% in certain situations. The table below shows some of the differences:

Raster – 1080p		
24.3		5.6 GB
24.4	3.24 GB	-42 %

RT NRD – 1080p		
24.3		4.46 GB
24.4	4.13 GB	-7 %

RT OIDN – 1080p		
24.3		5.61 GB
24.4	4.61 GB	-18 %

Raster – 4K		
24.3		10.91 GB
24.3	5.87 GB	-46 %

RT NRD – 4K		
24.3		10.90 GB
24.4	9.46 GB	-13 %

RT OIDN – 4K		
24.3		10.02 GB
24.3	9.44 GB	-6 %

2. Other new features & improvements

2.1: *Build Mode* and *Object Library*

Object Library

2.1.1: New items in Collections

When a new item is added to a *Collection* after a Lumion release, a blue dot will be displayed at the top-right.

Place/Select Modes

- **Paint Placement:** A *Redo* button has been added.


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2.2: *Photo Mode, Movie Mode & Panorama Mode*

2.2.1: Copy and pasting stored positions

Pasting a stored frame has been adjusted to store the settings (*Effects* and *Camera settings*) of the frame that was copied, rather than the one that was selected. **Example:**

- *Photo 1* is selected, *Photo 2* is copied, and the copied content is pasted in *Photo 5*.

- *Photo 5* will have the *Effects* and *Camera settings* of *Photo 2*.

2.2.2: Quad HD Resolution

The *Quad HD Resolution* is now also available in *Photo Mode*.
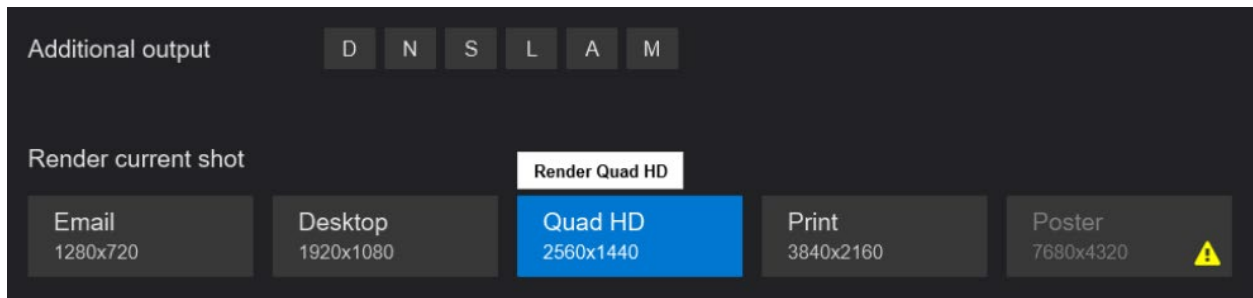
2.3: *Effects & Styles*

2.3.1: Move reflection control

A new option has been added to the *Reflection Effect* that enables changing the position of the *Reflection Control Object* from the default camera location if one has already been placed in *Build Mode*.

Clicking the 'Edit' button will allow for repositioning:

The button at the top-right of the tooltip can be used to reset to the original position.

More information on how *Reflections* work can be found below:

- **Knowledge Base:** How do Projected Reflections work?

2.3.2: Option to select Optimized or Native 4K rendering

Lumion now displays a warning alongside the option to always select between *Optimized* and *Native* resolution rendering for output at *Print/Poster resolution* when less than 12GB of video memory are available.
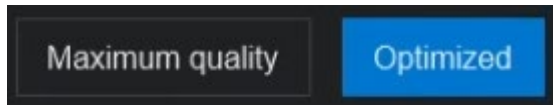
2.4: Example Projects and Templates

- ***Example Projects → Winery:*** *small adjustments to the Landscape Grass.*

- ***Styles → Pen concept:*** added the new *Remove Background Effect*.

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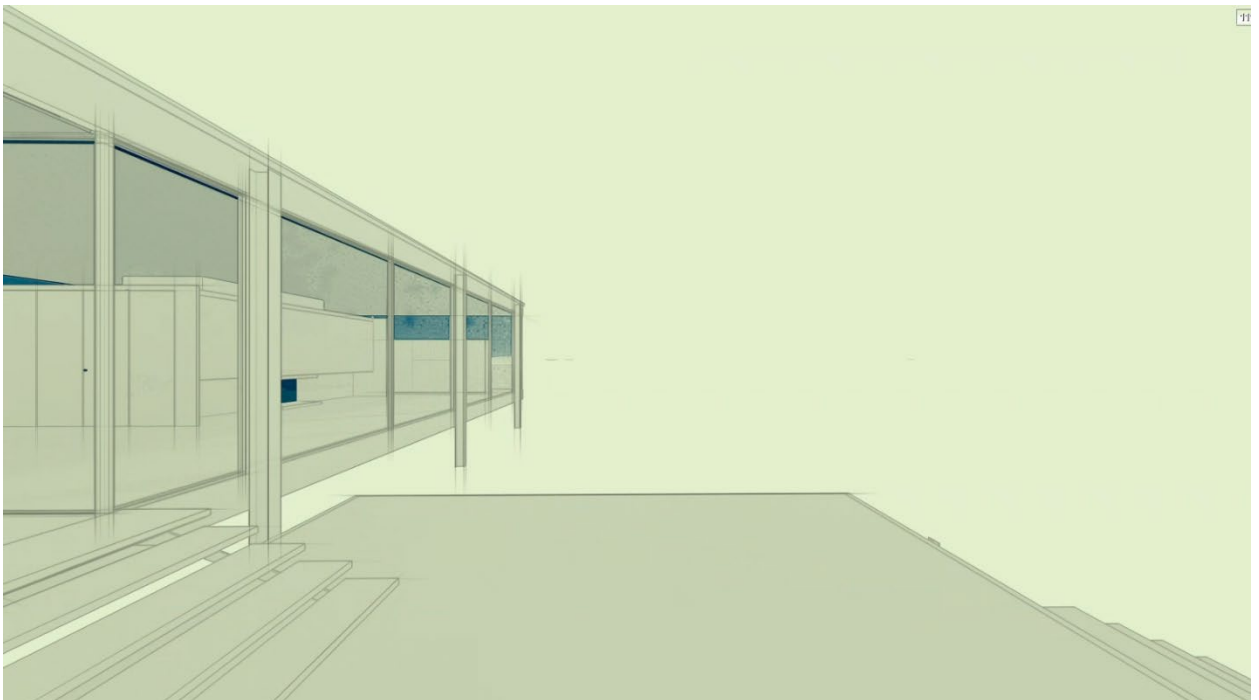
3. Resolved issues and other improvements:

Build Mode:

Object Library

- ***Parallax Interiors:*** The first *Parallax interior* placed when accessing the *Library* now always faces the camera when placing it or replacing another *Object*.

- ***Parallax Interiors:*** Replacing a *Parallax interior Object* with another *Library Object* will now position the newly placed *Object* in the correct location.

- ***Parallax Interiors:*** now display a grey back face.

- **_Lights → Spotlights_:** The _Insertion Point_ has been realigned.

- **_Landscape Cutter_:** is it no longer possible to add _Landscape Cutters_ to a _Group_.

- **_Effects Category_:** Lumion Standard no longer crashes when placing an _Object_ from this _Category_.

Material Library

- **_Water Material_:** no longer generates a black line around intersecting geometry.

- **_Water Material_:** is now displayed as expected outside the editable area and no longer appears red.

- **_Water Material_:** is no longer displayed as black when the height is below 0 and intersects the _Landscape_ outside the editable area.

- **_Water Material_:** Surfaces covered by water will no longer flicker when the camera distance changes.

- **_Textures → MP4 format_:** _Video Texture_ positions are editable again along the XYZ axes.

Place/Select Modes

- **_Paint Placement_:** now performs better at lower framerates, allowing for consistent placement at the selected density with a slight delay.

- **_Paint Placement_:** deleting _Objects_ is has been improved and is more responsive to the mouse cursor.

- **Auto-snapping:** will remain on/off depending on how it was set in a previous Lumion session.

Landscape Mode

- **_Water Planes_:** no longer generate a black line around intersecting geometry.

- **_OpenStreetMaps_:** The _Randomize building height_ slider now works as expected and no longer snaps to either 0% or 100%.

Materials:

- **_Maps → Emissive strength_:** is now correctly displayed as greyscale.

Photo, Movie, and Panorama Mode:

- **HQ Preview:** now works as expected when disabling (or removing) and re-enabling (or re-adding) the _Ray Tracing Effect_.

- **_Aspect Ratios_:** are now displayed as expected when copy/pasting a _Photo/Clip_.

Photo and Movie Mode:

- **Copy/Pasting *Photos*:** When copying a *Photo* to *Movie Mode* and pasting it onto a slot, Lumion will no longer erroneously paste the same *Photo* into the equivalent *Photo Mode* slot.

Movie Mode:

- **Rendering:** When rendering a *Clip / Movie* at 1:1 *Aspect ratio,* the width of the *Clip* is equal to the width of the 16:9 resolution and consistent with the *Output* size from *Photo Mode*.

- **Rendering:** a *Movie* now uses the resolution selected in the export window (*Entire Movie*, *Image Sequence*, *Current frame*) instead of the one of the selected *Clip*.

- **Record *Clip*:** no longer generates a *Clip* when exiting (cancelling) the recording process.

Effects & Styles:

- **Effects → *Material highlight*:** no longer distorts the selected *Material* with a square pattern when rendered using the raster engine.

- **Effects → *Side by Side 3D stereo*:** flickering on the right eye has been resolved.

- **Effects → *Lens Flare*:** The *Master Brightness* slider has been set to a maximum of 100%.

- **Effects → *Styrofoam*:** The *Noise Reduction* slider no longer blurs metallic surfaces.

- **Effects → *Ray Tracing*:** *Clips* rendered with the NRD Denoiser no longer produce ghosting glitches.

- **Effects → *Ray Tracing*:** Animations rendered at more than 1 *Sample* and *3-Star Quality* or less will now play as expected.

- **Effects → *Ray Tracing*:** The real-time *Preview* and rendered *Clips* will no longer display black artifacts.

- **Effects → *Ray Tracing*:** The *HQ Preview* will not automatically render after making changes to the camera position.

- **Effects → *Orthographic Views*:** The *Fill Color* is now reset when switching to a different *Photo/Clip* that also has the *Orthographic View* applied.

- **Effects → *Move*:** Selected *Objects* now maintain the correct orientation.

Importing and Exporting:

- ***LiveSync*:** Grayscale textures no longer result in red images when importing models from AutoCAD, BricsCAD, Revit, and Rhino.

- **Importing .MAX format:** Grayscale textures no longer result in red images.

Rendering:

- **Thumbnails:** Black thumbnails are no longer generated when switching between tabs (*Clip / Image Sequence / Current Frame*, etc).

- **Additional output:** *Material ID* maps have been reverted to rendering semi-transparent *Materials* as a solid color.

Interface:

- ***Theatre Mode:*** will now *Denoise* the image correctly after processing all the *Samples* set in the *Ray Tracing Effect*.

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- **Lumion window scaling:** Lumion now reads the application scaling in Windows as expected.

- Various UI changes.

Miscellaneous:

- **Updates:** Files at 0KB no longer prevent updates from installing successfully.

- **Help screen:** The AZERTY layout is now displayed as expected.