

AUTODESK® IMAGEMODELER™ 2009 FOR MICROSOFT® WINDOWS®

RELEASE NOTES

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Congratulations on your purchase of Autodesk® ImageModeler™ 2009. Please take a few minute to read the following notes before you install the product.

Installation & Licensing

For detailed information on how to install and activate ImageModeler 2009, please refer to the ImageModeler Installation Guide.

System requirements

The system requirements to run ImageModeler are documented in the installation guide as well as in the following location:
<http://autodesk.com/imagemodeler>

Important note for ATI graphics cards

Autodesk is currently investigating problems encountered on ATI FireGL cards which may cause ImageModeler to display various problems such as viewport and/or application freeze, user interaction performance drops and display artifacts. Should you encounter such problem using an ATI card, please report them to me.3d.qualification@autodesk.com.

Important note for 64-bit operating systems

Users running ImageModeler on 64-bit operating systems may experience random problems in different parts of the application. As stated in the system requirements, this version is only supported on 32-bit operating systems.

New features overview

Improved user interface to support panoramas and more images

- Thumbnails view for fast selection of the shots/panoramas
- Shortcut Manager to define your own shortcuts
- Scenebrowser: new sorting possibilities (by residuals, by name)

Improved calibration

- Support calibration of panoramas (full 360° panoramas) and images
- Support the calibration of single image or a single panorama, using a perspective-like calibration tool
- New distance constraint has been added from more precision
- New distortion type with 2 parameters

Improved modeling

- Benefit of the constraint modeling tools of VTour
- Added new Bevel Tool for smoothing edges

Improved UV Mapping

- UV Packing: ability to regroup several mappings of the same object, or group of objects in a single map
- Primitives (cube, sphere, cylinder, ...) will have a generic way to unfold. This generic mapping will be used when extracting by default.
- The UV mapping projection can be changed (Planar, cubical, spherical, Cylindrical projections)
- UV Mapping Editor has been improved (Transformation tool, move UV vertices independently, normalize, ...)

Improved texturing

- Support for panorama images
- Possibility of specifying a mm – to – pixel ratio for the textures
- New blending method for better results (smart blending)
- Possibility to “manual” blend textures using psd layers

Improved Input /Output

- New FBX exporter
- New DWG exporter
- Improved Maya, OBJ exporters
- Improved Import of OBJ

Known issues & limitations

- Random viewport freezes have been noticed on Microsoft Windows Vista systems running with some NVIDIA professional QuadroFX graphics cards. Autodesk is currently investigating the problem with the hardware vendor.
- Undo-redo: intensive use of undo/redo can lead to instability
- Undo is not available for all actions, so some undo will be applied to more than just the previous action
- Texture Extraction: the visibility buffer computed is incorrect on images with high distortions
- Import OBJ: ImageModeler does not properly import textures/materials from .obj files when the associated *.mtl files (material files) contain spaces in the description of the texture file names.
- Recalibration of a scene scales down the 3D models already created. This may occur when no coordinate system was set before re-calibrating. The workaround is to verify that a coordinate system exists before re-calibrating a scene. If it doesn't, simply create a new one with the worldspace tool, and, as a result, the objects won't move.
- Loading the same panorama twice does not change or increment the name in the Scene Browser, like it does with images.
- When running ImageModeler in TRIAL mode, a modification of the operating system's date will prevent the application from being able to start again. The only workaround is to activate ImageModeler using the serial number provided to you at the moment of the purchase.

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