CGI Studio 3.16

CGI Studio 3.16 - What's New

Welcome to CGI Studio 3.16, Candera's software development platform for hybrid 2D and 3D graphical interfaces for embedded systems.

Scene Composer

- Introduced **View Editor** for easier and more intuitive scene composition
- **Embedded Player** option to launch the player directly within Scene Composer
- **Multi-view** support enabling enhanced 3D authoring with up to four camera views
- **Smart Importer** with improved **Figma** import handling and better user feedback
- Enhanced **HASP licensing** integration for simplified license management
- Added **XLIFF** support for streamlined localization workflows
- Updated **Monotype Spark Engine** and added **outer glow effect**
- General stability and performance improvements
- Streamlined behavior set via Scene Composer Plug-in
- Ricoh fonts removed

Samples

- New Instrument Cluster solution template
- New In-Vehicle-Infotainment solution template
- New glTF 3D effects sample
- Minor improvements to several solutions

Engine and Player

- added effect support for various glTF 2.0 extensions
  - Light punctual
  - Unlit extension
  - Clearcoat
  - Anisotropy
  - Specular
  - Iridescence
  - IOR (index of refraction)
  - Sheen
  - Emissive strengh
- iOS support
- Vulkan support

- Software Renderer
- Improved picking performance
- Traveo II MJPEG support

CGI Studio Connector

- The CGI Connector has been enhanced to improve stability and usability of the tool.

Documention

- AI based chatbot for documentation
- removed outdated video tutorials

This page provides information regarding the most recently added features and updates since our last release.

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