**RELEASE NOTES**

# Altair Inspire™ Render 2021.0.1

# Enhancements

Altair Inspire Render 2021.0.1 includes the following enhancements.

- Fixed visualization issue on editing handles when UI scaling is active on high-resolution monitors.

- Fixed crash when clicking mouse before the Control Panel is shown.

- Fixed crash when multiple mouse clicks are applied to an object in edit mode.

- Fixed visualization issue causing PolyNURBS objects to appear jagged.

- Fixed an issue where Instance Painter wasn't working on the Front and Right views correctly.

- Fixed an issue where the Delete shortcut key wasn't working in the Italian version.

## Learn More About Inspire Render

You can learn more about new and existing features in Inspire using the following resources:

### In-Application User Assistance

**Prompts** appear when you select a tool that opens a guide bar or microdialog. The text prompts you what to do next.

| Intensity: | 1.0 | Light Diameter: | 5.000 cm | ✓ | ✕ |
|---|---|---|---|---|---|
| Click to place the light. To reposition the light, drag the Position point. | | | | | |

### Online Help

Press **F1** or select **File > Help > Help** to view the online help.

# Altair Inspire Render

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### What's New
Discover new features and enhancements.

### Get Started
New to Inspire Render? Learn the basics here.

### Tutorials
Start using Inspire Render with our interactive tutorials.

## Categories

**Geometry**
Use geometry tools to modify your objects for rendering.

**Rendering**
Adjust the materials, environment, and properties of objects in the scene to create a photorealistic image.

**Animation**
In Inspire Render you can animate an object or group and the camera. There are two methods of animation: key frame animation and path animation.

**Keyboard Shortcuts and Mouse Controls**
Learn keyboard shortcuts and mouse controls for common operations.