

 RELEASE NOTES

Altair Inspire™ Render 2021.1

New Features and Enhancements

Altair Inspire Render 2021.1 includes the following new features and enhancements.

Animation Updates

- The **Animation Mode** can now be accessed at any time from the Home tools. You do not need to switch to the Animation tab to begin creating an animation.
- Keyframe and track enhancements
- **Rotation Around Axis** tool
- New animation panel with possibility to edit curves for velocity control
- Parameters in Design Table can now be animated

Python Installation Directory

The location of the Python installation is moved up one level in the Altair installation folder. This was done so that Python is only installed once when multiple Altair products are installed.

Enhanced Help

See the end of this document for more information about the following enhancements.

- Workflow help
- Context-sensitive help
- Offline help

File Loading

More improvements in file loading and tessellation speed.

- Loading of a Parasolid file is now 7x times faster (3m:40s to 30s)
- Multi-threaded tessellation
- Async loading of VB/IB to GPU memory
- Some other general optimization in loading and drawing

Vulkan API

We have switched to the Vulkan API. Please make sure you have the latest graphics driver.

3DConnexion Support

We now support 3DConnexion devices.


Learn More About Inspire Render

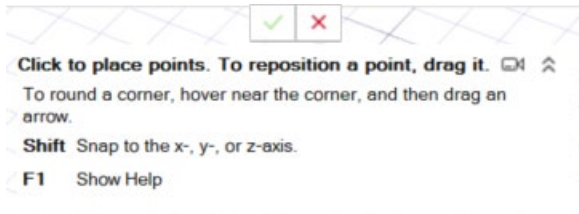
You can learn more about new and existing features in Inspire Render using the following resources:

In-Application User Assistance

Workflow help appears when you select a tool that opens a guide bar or microdialog. The text prompts you what to do next.




Click  to view additional tips and shortcuts. Some tools also include a video .



Online and Offline Help


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

Altair Inspire Render




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.

You can download an offline version by selecting **File > Help > Download Offline Help**. An internet connection is required to download.

