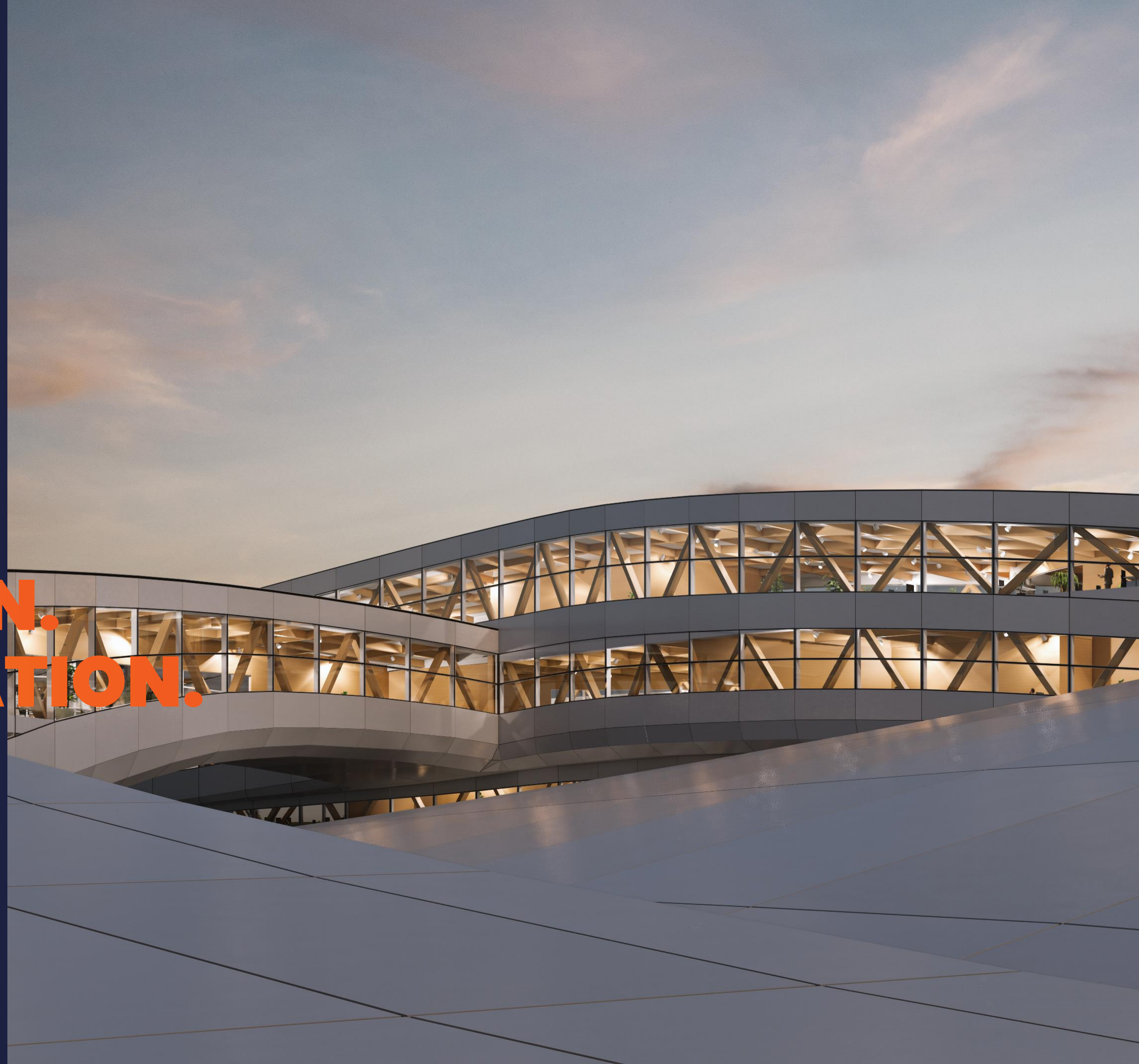




# **ENSCAPE 3.2 DYNAMIC DESIGN. VIVID VISUALIZATION.**

Partner Presentation



# ENSCAPE 3.2

## HERO FEATURES

- Dynamic Asset Placement
- Green Building Assets & Materials
- Batch Panorama
- Panorama Tour
- Uploads Update

## ADDITIONAL FEATURES

- Ray-Traced Sun Shadows in Real-Time View
- Upload Management Overhaul
- Geometry Update Toggle
- SpaceMouse SDK Support

# DYNAMIC DESIGN. VIVID VISUALIZATION.

## WHY THIS SLOGAN WAS CHOSEN

- Enscape as a tool is the right choice for both design and visualization. The features released in this version are categorized into two parts, features that empower users to design dynamically and features that help them to create vivid visualizations.
- Dynamic Design
  - Dynamic Asset Placement
  - Green Building Assets & Materials
- Vivid Visualization
  - Batch Panorama
  - Panorama Tour
  - Uploads Update



# HERO FEATURES

# DYNAMIC ASSET PLACEMENT

## DESCRIPTION

- Users can select and place assets from the Enscape Asset Library or the Custom Asset Library via the Enscape rendering window.
- Single Asset Placement
  - Users can select and place an asset into their design via the Enscape rendering window.
- Multi-Asset Placement
  - Users can select and place multiple assets into their design via the Enscape rendering window.
- Edit Asset Placement
  - Users can edit assets that have already been placed into their design – the exact editing functions are dependent on the CAD/BIM software used.

# GREEN BUILDING ASSETS & MATERIALS

## DESCRIPTION

- Over 250 assets provided, including trees, plants, electric vehicles, and solar panels.
- Over 50 materials provided, including solar panels, recycle plastics, and various soil options.
- Approx. 50 new people assets.

# BATCH PANORAMA

## DESCRIPTION

- Users can render multiple panoramas at once.
- Users can choose to render an image, mono panorama, or stereo panorama.
- The export button in the toolbar will change to accommodate batch rendering for panoramas.

# PANORAMA TOUR

## DESCRIPTION

- The Panorama Gallery has added a new navigation function, the “tour mode.”
- Users can navigate the gallery with markers displayed in the image which are linked directly to other panoramic views.



# UPLOADS UPDATE

## DESCRIPTION

- “Uploads” are local panoramas and web standalones.
- Users can update a file without the link or QR code changing.
- This feature is only available in the plugin.



# ADDITIONAL FEATURES

# RAY-TRACED SUN SHADOWS IN REAL-TIME VIEW

## DESCRIPTION

- This feature will give you sharper and more accurate shadows to videos and real-time walkthroughs.

# UPLOAD MANAGEMENT OVERHAUL

## DESCRIPTION

- It will be redesigned to align with the rest of the UI.
- Uploads will be grouped by type and project.
- Function indicators will be improved.

# GEOMETRY UPDATE TOGGLE

## DESCRIPTION

- Users will now have to option to decide if geometry should reload when changing a view.

# SPACEMOUSE SDK SUPPORT

## DESCRIPTION

- Enscape will be compatible with the latest SpaceMouse technology.
- This means the latest SpaceMouse models will work with Enscape even if it is also used with a CAD.

# ADDITIONAL INFORMATION

## Changes on Floating Licenses usage coming with 3.2

Beginning with 3.2, every user will be required to have a valid Enscape license when using any Enscape feature. Using any feature will occupy a seat of this license. This includes the rendering window as well as the Asset Library, Material Library, Material Editor and Enscape Objects. This will not affect content that is already in use (For example: placed Assets and imported materials will not be removed or invisible).



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