



3DEXCITE DELTAGEN RELEASE NOTES

R2024x



DELTAGEN 2024x Release

The following pages list the new features and enhancements as well as minor version changes of the DELTAGEN 2024x release. In addition you can find the hardware requirements, support contact and licensing information in this document.

NEW FEATURES

Scripting

- Easy opening of scripts by Drag&Drop into the Script editor
- New option to keep global variables in memory.
- Support of UI creation using PySide
- Usage of environment variable PYTHONPATH for package lookup
- New function to create or find a variant set in the Variant manager for the corresponding switch in the Scene tree.
- Extended search for scene tree elements
- Read and write access for selected scene objects
- Read access for selected materials
- Read access for selected variants
- Transform Y to Z up-axis
- Access to polygon reduction
- Removal of empty polygons

Assignment tables

- Creation of new assignments from content of the clipboard

Model optimizer

- New option to preserve empty switch children, while cleaning empty elements (since 2023x RF2)
- Moved removal of B-sides to cleaning section in the UI
- New option to remove empty polygons

Render export

- Support of Multi-part exr files
- Render region for exr files
- Faster rendering of camera variants differing only in applied post-processing effects (since 2023x RF2)

GPU GI with Stellar renderer

- Support of Motion Blur during offline rendering
- Option to disable rendering of refractive shadows

Misc

- New option to prevent chart rotation during layout charts (since 2023x RF2)
- Removal of B-sides from selected scene tree elements

DIRECT MAYA® Plugin

Version Support: The DIRECT MAYA Plugin 2023x supports the current Autodesk® Maya release as well as the previous 3 major releases:

Qualified	Compatible
Autodesk® Maya 2024	Autodesk® Maya 2020, 2022 and 2023

Qualified: supported by the DIRECT MAYA Plugin and tested using extensive functional workflows.

Compatible: no functional workflows coverage, but no known technical limitations.

For questions regarding other Autodesk® Maya releases contact the 3DEXCITE Support.

ENHANCEMENTS

AxF

- Improved import of volumetric based layered AxF 1.8 materials (since 2023x RF1)
- Support for layered AxF 1.8 materials based on EP-SVBRDF and SVBRDF materials (since 2023x RF1)
- New sheen parameters for material type SVBRDF introduced with AxF 1.9 materials (since 2023x RF1)

Save for distribution

- Structure by metadata, while saving to USD, allows keeping the Data field empty (since 2023x RF2)
- LODs are supported during export to FBX

Misc

- Metadata are stored in images rendered by the DStellar Batch renderer like by Render export (since 2023x RF1)
- .Access to basic DSPBR material properties from the LNE (since 2023x RF1)
- Better consistency when importing Substance materials (since 2023x RF1)
- Support for multiple shadow catcher shapes in GPU GI via the new GI shadow catcher material type (since 2023x RF1)
- Improved usability of the Import image parameter dialog in the Object editor and in Render export (since 2023x RF1)
- New option to mirror images of type Stereo Cubemap in Render export (since 2023x RF1)
- Additional scene object types supported by Create group from selection (since 2023x RF1)
- Reduced loading time and memory footprint for textures including mipmaps in Stellar mode
- Canceling of loading process of monolith files

VERSION CHANGE AND COMPATIBILITY

Save for distribution

- Specular color & specular tint information are baked into the specular texture of materials exported to the USD format

Misc

- Creation of avi and swf files dropped from Render export
- Noise-free albedo is affected by physical camera exposure.
- Applied correct scaling of intensity for IES lights

SYSTEM REQUIREMENTS

The following quotes the required setup specifications for running DELTAGEN and DELTAVIEW and for processing the 3D scenes that are loaded.

Minimum requirements

- 16 GB RAM
- Intel CPU with AVX2 instruction set support

Recommended requirements

- 64 GB RAM

The CPU recommendations depend heavily on the type of use:

- For Rasterizer and GPU Raytracing:
 - High processor clock speed (increasing the number of cores does not give benefits in these cases)
- For CPU Raytracing and DataPrep:
 - High number of cores

In case of questions, contact our 3DEXCITE Support team.

Only NVIDIA® graphic cards are capable of displaying all visual effects and shaders created with our software. This cannot be guaranteed with graphic cards from other manufacturers.

Graphics Cards

Qualified	Validated	Compatible
NVIDIA® Quadro RTX6000, P6000, GV100, M6000	NVIDIA® Quadro RTX5000, P5000, P4000, GP100, M5000, M4000	NVIDIA® RTX A4000, RTX A5000, RTX A6000, Quadro RTX4000, M2000

Qualified: tested using extensive functional workflows.

Validated: tested using basic functional workflows.

Compatible: no functional workflows coverage, but no known technical limitations.

For questions regarding the support of Ada cards contact the 3DEXCITE Support.

Operating System

Component	Recommended	Validated
DELTAGEN	Windows® 10	Windows® 11
DELTABATCH	x64 Enterprise	x64 Enterprise
DELTAVIEW		

Monitor Resolution

Component	Recommended	Minimum
DELTAGEN	1920 x 1200	1280 x 1024
DELTABATCH		
DELTAVIEW		

Recommended Drivers

Component	NVIDIA driver	Certification document
DELTAGEN	537.70	Available upon request
DELTABATCH		
DELTAVIEW		

Additional Software

Component	Minimum requirements
DELTAGEN	Apple QuickTime Player
DELTAVIEW	(for QuickTimeVR export)
XPLORE DELTAGEN	Web browser, supporting HTML5 (Google Chrome™ browser is recommended)

SUPPORT CONTACT

Visit [3ds.com/support](https://www.3ds.com/support) or have a look into our knowledgebase on support.3ds.com/knowledge-base for helpful information.

In case you have further questions, our support team is happy to help you:

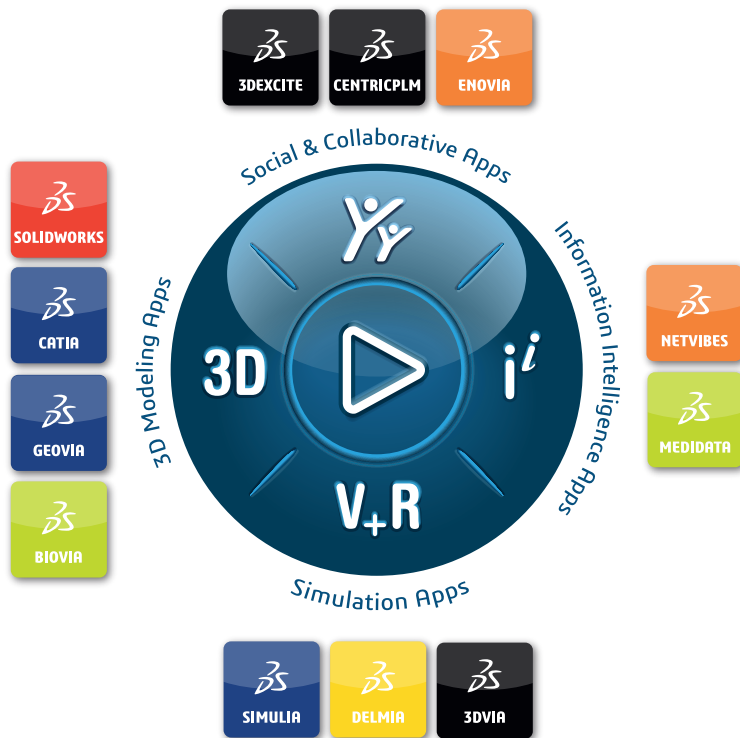
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All other customer should report incidents per e-mail to:
3DEXCITE.Support.Global@3ds.com

DASSAULT SYSTEMES LICENSE SERVER SUPPORT

In addition to FlexLM, the DS License Server (DSLS) is supported for licensing DELTAGEN. This allows easier maintenance of your systems, especially if other software packages are running with the DS License Server. During the installation process you can choose your preferred license server.

- Please contact 3DEXCITE.Support.Licensing@3ds.com if a FlexLM license is needed for 3DEXCITE products.
- For DSLS licensing please refer to the Software License Key terms (<https://www.3ds.com/terms/software-keys/>). Here you can obtain your new DSLS license direct



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