

# Altair® Inspire™ Studio 2025.1

RELEASE NOTES

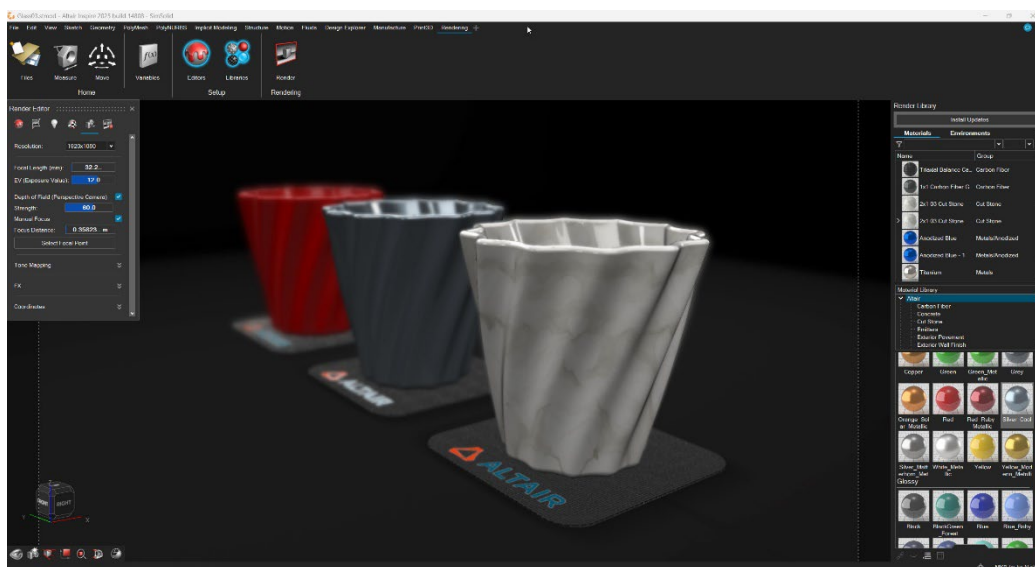
# NEW FEATURES

## Depth of Field

This new parameter on the Camera tab of the Rendering Editor allows you to adjust the camera focal point and the distance of the focal area.



It is available as an approximation in Performance Mode.



For more information, see [Define the Camera's Rendering Quality](#).

## Emitter Material

Use this new material type to add geometry-based lighting to your scene. Define the color, power unit (simple Watts or Lumens), and which side of the object to emit from.





For more information, see [Emitter Parameters](#).

## Glass/Gems Material

Use this new refractive glass material type to create solid glass objects, glass vessels containing liquid, and gemstones. Presets include common glass and gem materials such as diamond and quartz. You can adjust parameters such as index of refraction, absorption color, absorption distance, and Abbe number.

For more information, see [Glass/Gems Parameters](#).

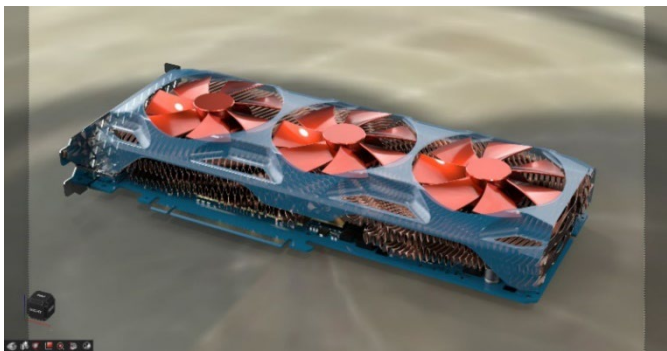
## New Material and Environments

The online library has been expanded to include new materials (such as wood, metal, rubber) and environments.

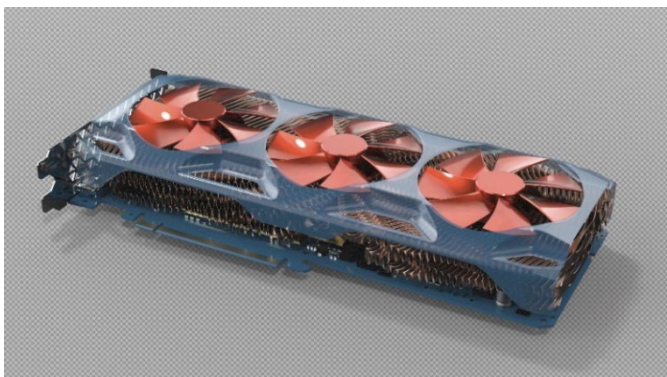
## Alpha Channel Support

Final rendering can be saved as either a .tiff (with alpha) or .png (with alpha).





*Without alpha channel*



*With alpha channel*

For more information, see [Create and Save a Rendering](#).

## Physical Lights

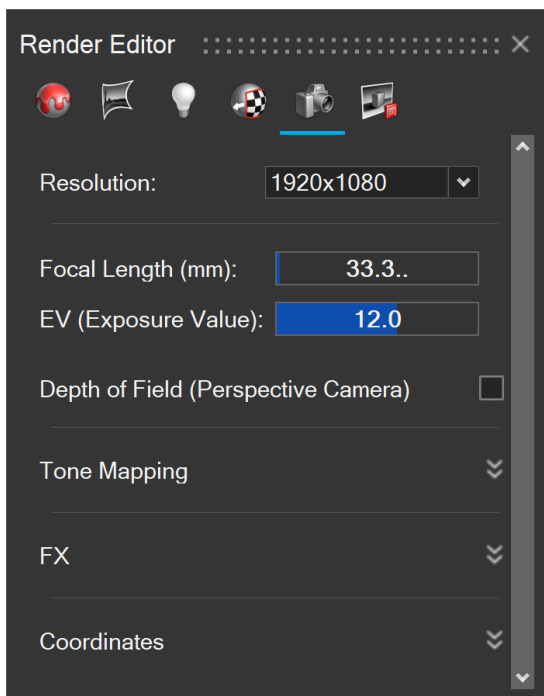
Point lights can be added to a scene.



For more information, see [Add Physical Lights](#).

## Camera Edit Panel Updates

Options in the Camera tab of the Render Editor were reorganized to simplify the workflow.

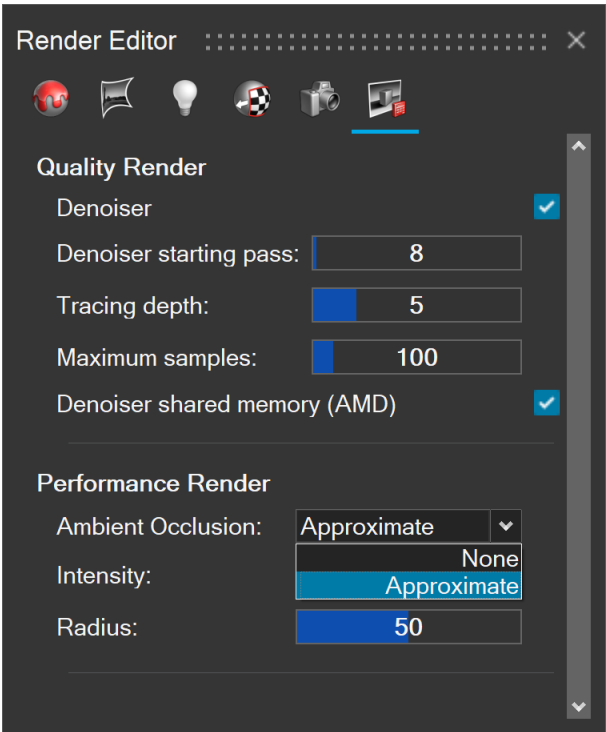


For more information, see [Define the Camera's Rendering Quality](#).



# Ambient Occlusion

Performance Render mode now has options to control lighting and shadow effects. Intensity and Radius parameters allow you to increase or decrease the ambient occlusion effects.



*Performance Render options in the Settings tab of the Render Editor*



### *Ambient Occlusion – None*



### *Ambient Occlusion – Approximate 100%*

For more information, see [Define the Quality Render Settings](#).

# RESOLVED ISSUES

- Fixed PolyNURBS editing issues where chamfer and face-inset functions were not working
- Fixed issue with rendering not automatically starting
- Fixed crash when deleting layers
- Fixed crash when removing Edge Set in the Round tool
- Fixed crash when deleting objects from the scene with Quality Render Mode active

