

Interviews3D Version 2023 (Release 3.9.0) Date: 06 Apr 2023

Overview of new and improved features:

Interoperability:

- Support of BIMCollab Format / BCF
 - BCF-Files can be directly imported by Interviews3D
 - Planning stages and issues (also those found by 3rd-party products, e.g. Solibri, Revit, BIMCollab, ...) can thus be calculated, analyzed, and visualized in Interviews3D together with the complete 3D model
 - Interviews3D supports BCF-files of generations 2.0, 2.1 and 3.0
- NavVis IVION Interoperability
 - Import and export of NavVis IVION camera positions via file-based exchange
 - Generating of 360° panorama views in Interviews3D by batch processing
 - Blending NavVis IVION panorama images with 3D models from Interviews3D

Point Clouds:

- Completely new development of point cloud processing and visualization
 - Significantly improved render quality and speed
 - Faster import by parallel processing (6 to 7 times faster than predecessor version)
 - Direct integration in Interviews3D: Laser data can be loaded directly from the original file format without external pre-processing

Extended Clash Processing:

- Determine whether objects are relevant for clash jobs
 - Automatic, rule-based determination of clash-relevance of objects at import time
- Automatic grouping of computed collisions
 - Collisions can be grouped manually as well as automatically and evaluated and processed together as a group
 - Rules help to find local clusters as well as repetitions within the model
- Reassociate clashes with clashes detected by previous clash jobs (even if object names or IDs have changed in between)
- New rule-based heuristics for clash severity determination
- Parameterized environment analysis of collisions and viewpoints
 - The surroundings of every collision will be scanned for other collisions within a certain radius
 - Finding viewpoints within a given radius to avoid redundant viewpoint definitions
- Multiple collision jobs can be processed in a specified order with a batch job

Annotations & Views:

- Annotations can be created for all object types (measurements, viewpoints, drawings, etc.)
- Hiding (or unhiding) of objects simultaneously applies to associated annotations
- Extension of viewpoint lists by new hierarchy/group levels
 - Unlimited nesting of groups
 - Grouping of viewpoints by drag-and-drop
 - Automated renaming of viewpoints supported by rules
- Extension of drawing annotations by a configurable rule set
 - Standard shapes (ellipse, rectangle, arrow) as well as configurable drawing boards allow for intuitive drawing annotations
 - Drawing on object surfaces with a spray can
 - Drawings can be exported as OBJ files

Scenarios and Render Modes:

- Scenario and layer management have been extended
 - A new “contour” highlighting mode has been added
 - Scenarios with multiple object layers can be created
 - Layers can be shown or hidden individually within a scenario, displayed in the original color, or with some highlight color, or by highlighting their contour
 - The sequence (and hence the priority) of layers can be adjusted individually for each scenario
- Continuous blending of scenarios (databases, or layers) in one view
- Synchronizing the camera of multiple views
 - Generating new views by subdividing existing ones
 - Parallel navigation in multiple views, independently or synchronously

Interviews3D Version 2023 may be installed and run simultaneously with older versions. The configurations will be stored separately. Please note: The configurations of older versions are not compatible with Version 2023 and cannot be taken over.

Please note: This version uses new license keys. Therefore, the license files need to be updated, even if the old ones haven't expired yet.

Version information:

Plugin-API: 17
Microsoft Visual C++: 2019 (14.27.29016.0)