

New High-Performance-3D-Engine:

- Interviews3D's new real-time 3D render engine (based on the Vulkan Graphics API) brings a performance increase of often more than 10 times for visualizing and processing extremely large CAD data, point clouds, complex physics-based materials, as well as image data (compared to the previous version).
- The new render engine is seamlessly integrated into the entire Interviews3D product suite, and it is no longer just a separate plug-in for limited functions.
- With a dual 3D engine, Interviews3D still fully supports older graphics processors. Interviews3D automatically selects the render engine that is optimally supported by the respective hardware.
- A new, physics-based material system enables photorealistic representations in real time. Material selection is intuitive via a graphical-interactive user interface.
- Optimized post-processing effects such as two new depth-of-field modes enable cinematic visualization.
- With the new collaborative mode, project files can be viewed simultaneously from multiple application instances.

Advanced annotation and drawing tools

- Drawing annotations, freehand sketches (or redlines) can be created directly in the active 3D view and saved as a viewpoint.
- Comments can be added or edited directly in the 3D view.
- For a better overview, annotations are grouped according to their type.
- The automatic naming of viewpoints and collision views can be freely configured.
- Via the new annotation type "linkage" objects can be related to each other (e.g. users can link objects to a viewpoint)
- New annotation type "box" allows marking regions of interest (ROI).
- For each element, its membership in the data hierarchy can be displayed directly in the 3D view.

Advanced layer management

- Layers and layer groups help organizing all elements (3D objects, databases, viewpoints, annotations, etc.)
- Elements may be assigned to several layers at the same time.
- Assignment is supported via context menu or keyboard commands.
- Identification of layers is possible via names.
- New layer types Collection and Highlighting are provided.
- Grouping of layers to quickly switch visibility.

Clever clash and issue management

- Collision groups and clash jobs can be formed automatically from object properties and formulas (meta-attributes).
- Collision results can be grouped into problem cases (issues)

- Visual analytics methods accelerate the visual detection of severe issues from many automatically calculated clashes directly in the 3D context.
- With the help of the new box annotations the collision calculation can be narrowed down to a specific area.
- Flexible selection of priority function to sort clashes by severity.
- Extension of the filter function of the result list (status, severity, penetration depth) as well as a new text filter. This function allows textual filtering by clash ID, database name, comment name and object name, e.g., to identify all collisions of a specific object.
- Optimized layout and improved usability of the results list.
- Added new columns for comments, issue and density in the Clash Manager.
- Settings of the dialog (column selection and width) are retained also after a restart of the application.
- Simultaneously assigning attributes/values (revision status, comments, etc.) to multiple items.
- Keyboard commands facilitate the management of collision results.

Advanced search and filter functions

- Search of viewpoints, annotations and collision results (just as for 3D objects) by name and properties.
- Besides regular expressions, logical terms (AND, OR, NOT, ...) can also be used to select objects.
- A separate toolbar and the possibility to dock the dialog in the workspace makes it easier to search and find scene objects.
- Isolating selected objects from the rest.

Version information Interviews3D 2022 (Release 3.8)

- Plugin-API: 14
- Microsoft Visual C++: 2019 (14.27.29016.0)

PLEASE NOTE: Interviews3D-2022 (R 3.8) uses new license keys. You will receive your license file shortly by separate e-mail. If you're still using an earlier license key, please update the license file, even if the expiration date of your previous installation has not yet been reached!