Cyclops 5.2 Release Notes

Latest App Version: 5.2.5 (0.20) - Released: Feb 6th 2024
Latest Cooker version: 5.2.3 - Released: Feb 2nd 2024

Cyclops App 5.2.5 (0.20) - Feb 6th, 2024

- FIX: Maps Mode now works in iOS16 again!
- NEW: support for App Store subscriptions
    - New subscription panel in About/Help window
    - Multiple subscription modes
- IMPROVED: FBX/OBJ importing
    - Improved support for more OBJ/FBX models
    - Improved error feedback
    - Placing imported assets should be faster
    - Improved Import window UI
    - Various bug fixes with Importer
    - FBX/OBJ files can now stored in sub-folders
- FIX: selected assets are now deselected when taking a photo
- FIX: UI issues when taking photos/videos

Cyclops Cooker 5.2.3 - Feb 2nd, 2024

- Added new TD Tools to the toolbox
    - Asset Optimization
    - Layer tools
    - Camera tools
    - Tool feedback settings
- Added new Content Browser scripted asset actions
    - Create LODs
    - Reduce Polys
    - Set Min LOD for Mobile
    - Set Max texture size

Cyclops App 5.2.4 (0.1648) - Jan 15th, 2024

- Update: We no longer allow users to enter Maps Mode if they are using iOS16 as it'll crash Cyclops
    - iOS16 users now get a message that Maps Mode is only available with iOS17.
- FIX: UI bug with Cloud Anchors selection
- FIX: Google Maps API key updated.
- FIX: Calibration panel bug

Cyclops App 5.2.4 (0.1612) - Dec 30th, 2023

- When returning to Cyclops after sleeping the device, Cyclops will now attempt to rescan the world to correctly set the AR ground plane
- Added an AR Reset button to the Common Tools. This will force Cyclops to rescan the world and reset the ground plane.
- Performance improvement when turning off AR Planes

Cyclops App 5.2.4 (0.1561) - Dec 7th, 2023

- IMPROVED: Small improvement in Cesium (Google Maps) load times
- UPDATED: Updated Filmbacks to include Sony Venice 2 and FX3
- FIX: preferences issue when upgrading from an older version of Cyclops 5.2
- FIX: Bug resulting in the wrong filmback/sensor
- FIX: Bug with Opacity when Person Occlusion is turned off

Cyclops App 5.2.4 (0.1201) - Nov 17th, 2023

- NEW: Brand new Maps Mode that leverages Cesium Ion & Google Maps 3D data.
    - Google Search to find a location to load
    - Save/Load Map Bookmarks
    - Input GPS coordinates from Google Maps
    - Adjust map resolution
    - Geographically accurate sun position
        - Adjust time & date with accurate sun position
        - Visualize sun path for the entire day
- NEW: Fly camera tool
- NEW: Teleport camera tool
- NEW: Orbit camera tool
- IMPROVED: Dolly camera tool now maintains a constant height above the CG ground
    - Adjustable in preferences.
- NEW: Outliner filters
- IMPROVED: AR Sky Light now uses Apple ARkit environment probes for lighting & reflections (experimental)
- IMPROVED: Video gallery now displays thumbnails
- IMPROVED: Support for Post Process Volumes & Post Process Materials
- IMPROVED: FBX/OBJ assets can now be loaded from the Import folder
- FIX: Fog no longer affects the People Compositing and Holdout Materials
- FIX: Bugs with scene scaling in Vcam & Maps Modes
- FIX: Bug where scene scale is still active when switching out of Vcam or Maps Mode.
- FIX: Bug causing assets to be placed in the wrong location & height.
- FIX: Bug where assets and scenes in unmounted DLCs still showed in the menus and would result in crashes
- Various Bug fixes and stability improvements.

Known Issues
- When upgrading from previous versions of Cyclops, existing videos in the Review tool will not have thumbnails.

Cyclops Cooker 5.2.2 - Nov 17th, 2023

- NEW sample Map level
    - Shows how to integrate maps into Cyclops levels
- NEW: Sun Path visualization BP Actor that can be added to levels
- NEW: Map-related tools added to the TD Toolbox to simplify setting up levels using Maps

- Improved: BP Sky Sphere now has a better night look
- NEW: Post Process Volume example level
- NEW: Post Process Material example

Cyclops App 5.2.3 (0.532) - Sept 11th, 2023

- IMPROVED: Take Recorder, we are now recording additional data:
  - Camera filmback (previously we only recorded FoV)
  - Camera focal length (previously we only recorded FoV)
  - Camera Aspect Ratio
  - Frame number stamp for every frame of data
- NEW: Added a Camera Smoothing feature for Vcam workflows
- FIX: The Adjustment Slider is now hidden when taking videos & photos
- FIX: Bookmarks are now properly listed in the dropdown menu

Cyclops App 5.2.2 (0.490) - Sept 4th, 2023

- NEW: Sharing tool in the Media Review window. Allows users to easily share photos and videos with the standard iOS sharing tool.
- NEW: Outliner Tab features a list of all the actors in the scene.
  - The selected actor is Highlighted and the Outline automatically scrolls to it
  - You can select actors from the Outliner
- NEW: Actor details panel in the Outliner Tab allows the user to switch certain properties of the selected actor, including:
  - Visibility
  - Moveability
  - Selectabliity
  - Holdout
  - Set Geo
- NEW: Added a switch for "Freeze Movement" to the Holdout block. This feature allows the user to Freeze any Holdout Geo so it does not move when you use the Camera movement tools. This allows you to move the CG BG without affecting the Holdout Geo
  - Will "freeze" any actor with Set Geo turned on.
  - Does not work with LiDAR geo
- NEW: Faux contact shadow BP parent class. Placeable assets can now have a faux contact shadow.
  - Only works with Static Mesh actors
  - Cyclops default primitives now have a faux contact shadow
- NEW: Samples Download panel in the Help Window. Allows users to download sample DLCs directly to Cyclops.
- FIX: A performance bug with the DLC Manager.
- FIX: Opacity now works correctly if People Depth Compositing is turned off

Cyclops Cooker 5.2.1 - Sept 4th, 2023

- NEW: Added a "Show in Outliner" button to the TD Tools. Allows you to set the selected actors in the scene to be shown or not be shown in the in-app Outliner. By default, all actors are shown in the Outliner.
- NEW: Added an option to the Content Browser right-click contextual menu to create Placeables with a Faux Contact Shadow
  - Shadow properties can be configured on the scene component
  - Users can resize and move the shadow plane component

- - Users can duplicate the shadow plane component
  - IMPROVED the Camera Data Importer to:
    - Create a Cine Camera instead of a regular camera
    - Use filmback, focal length & aspect ratio from Cyclops
    - Animated assets are now placed on the specific frame from Cyclops.

Cyclops App 5.2.1 (0.262) - Aug 21st, 2023

- Improved: Long press on Hide UI to get an options menu
- Improved: Icons and feedback for the Holdout Mode switching
- Improved: a few icons

Cyclops App 5.2.1 (0.209) - Aug 15th, 2023

- FIX: demo assets & scenes links in the Help menu
- FIX: issues with the Lens Kit UI
- FIX: a bug with adding Bookmarks and Layers

Cyclops App 5.2.1 - Aug 9th, 2023

- Works with Unreal Engine 5.2
- Requires iOS 16 or newer
- Improved rendering with the Mobile Deferred renderer
  - Realtime shadow from directional and spotlights
- Redesigned UI/UX of the Holdout modes to have 3 states.
- FIX: When toggling assets to Holdout mode they now immediately appear in the current mode
- Redesign UI/UX of the LiDAR geo modes to have 3 states
- Added Holdout mode button to the main UI
- Moved People Depth Compositing switch to the Holdout UI block
- Improved the People Depth Compositing to correctly composite over translucent materials
- Enabled AMD FSR Upsampling.
  - Added Performance tab to the preference to adjust screen resolution. Reduced resolution uses FSR Upsampling
- FIX: Active internet connection now correctly detects if there is an internet connection
- FIX: Recorder issues
- FIX: Asset selection outlining

Known Issues
- Fog causes issues with People Depth composite and Chromakey FG plane.
  - We suggest not using those features with scenes containing fog
- Lens Kit UI issues

Cyclops Cooker 5.2.0 - Aug 9th, 2023

- Unreal Editor 5.2 project
- Updated to Mobile Deferred renderer
- Fixed the Set Complexity button in the TD Tools
- Spawnable Asset examples have been moved to the main Content folder as we can't seem to include Spawnables from a Plugin in a DLC

All updates from Cyclops 4.0 are included in Cyclops 5.2

Cyclops 4.0 Release Notes