



Cyclops 5.2 Release Notes

Latest App Version: 5.2.24 - Released: June 15th, 2025

Latest Cooker version: 5.2.6 - Released: May 10th, 2025

Cyclops App 5.2.24 - June 15th, 2025

- NEW Zoom Tool, in the Common tools
- NEW Focus Tool, in the Common tools
- NEW Exposure Tool, in the Common tools
- NEW White Balance Tool, in the Common tools
- UPDATED the Opacity and Fog Tools' UI to the new design with better usability & performance.
- UPDATED: Taking a Photo no longer briefly pauses the app. Now, photos & metadata are handled asynchronously and in the background.
- UPDATED: Improvements to FBX importing
 - Handles large files better
 - Doesn't tie up the UI when checking files on App launch
 - Gives warnings about loading very big assets that can crash Cyclops
- UPDATED: refactored main UI when dealing with hiding and showing UI components when taking Photos or using the Hide UI button. Provides a small performance improvement
- UPDATED: new options for Hide UI. Long-press the button to get the new options
- UPDATED: Debug and Device Status UI display. Should see better performance when those are not in use.

Cyclops App 5.2.22 - May 10th, 2025

- FIX: updated sample download link to link to DLCs made with Cooker 5.2.6 to resolve some issues.

Cyclops Cooker 5.2.6 - May 10th, 2025

- Some UI improvements
- Updated plugin assets to match the latest Cyclops app
- Updated Cesium to 2.10
- FIX: resolved an incompatibility issue with the Static mesh shadow asset

Cyclops App 5.2.21 - May 2nd, 2025

- NEW: animation "Speed" adjustment feature
- NEW: Reset asset transform to starting transform. Long-press the Reset button
- UPDATED: Improved the Camera Constraint tool
- UPDATED: Many of the UI sliders controls now use logarithmic progression for better control
- FIX: misc bug fixes when switching animation sequences

- FIX: bug in tilt & roll rotation axis control
- FIX: performance bug in the Set Geo freeze movement tool

Cyclops App 5.2.20 - Mar 31st, 2025

- UPDATED: Improved the Depth mode preference
- FIX: a bug in the loading of saved Image Constraints
- FIX: bug in changing Depth modes

Cyclops App 5.2.19 - Mar 2nd, 2025

- FIX: a bug in the image target samples

Cyclops App 5.2.18 - Feb 20th, 2025

- NEW: Aux Frameline option. An optional second frame line that users can turn on.
 - On/off
 - Set aspect ratio
 - Set Color
- UPDATED: Cooker Bookmarks can now be moveable
- UPDATED: Custom Take Name UI in Preferences
- UPDATED: Enabled Virtual Texturing
- FIX: UI fix to GPS & Image anchor lists
- FIX: re-enabled photo thumbnails
- FIX: a bug in GPS anchor preferences
- FIX: set the default skylight to Moveable

Cyclops App 5.2.16 - Feb 13th, 2025

- UPDATED: Improvements to the Smart asset system
 - Old DLCs with smart assets will crash Cyclops.
 - Old DLCs should be re-cooked
 - Use Cooker 5.2.5
- UPDATED all sample download links
- UPDATED: Improved general UI/UX in the Media Review Panel
 - Improved scaling for iPhone
- UPDATED: Added new Help link
- UPDATED: added Reset button to TaskBar
 - UI fixes to TaskBar
- FIX: various UI issues on iPhone

Cyclops Cooker 5.2.5 - Jan 17th, 2025

- Updated: Various improvements to Static Mesh Smart assets
 - Old DLCs with smart assets will need to be re-cooked
 - DLCs from Cooker 5.2.5 will only work in Cyclops 5.2.16

Cyclops App 5.2.14 - Beta Only

- NEW: Image Anchors
 - Add & Load Image based anchors
 - Image Target visualizer
 - Various preference options for Image Anchors
 - Auto Load
 - Auto Update
- NEW: Asset Constraint Tool
 - Assets can be constrained to:
 - Another asset
 - Camera
 - Image Target
 - Parent or Aim Constraint
 - Customize constraint axis
 - Maintain Offset option
 - Constraint smoothing preference
- NEW: Asset Image Target Constraint Saving
 - Image Target visualizer
 - Save Asset Image Target Constraint relationships
 - Auto spawn/place an asset when the Image Target is first seen
- NEW Image Target Image Import window
 - Used to import Image Targets for Image Anchors and Asset Image Constraints
 - Import image target files in PNG or JPG
 - Default image targets are available
 - Share/Print image files
- NEW Top (Plan) View feature
 - Top camera view shows as a Picture-in-picture in the upper right hand corner.
 - Camera Icon displays the correct camera FOV
 - Adjustable options:
 - PiP window size
 - Camera Zoom
 - Camera Height
 - Camera Rotation
 - View rotate or camera rotate
 - Grid on/off
 - Perspective or Orthographic camera
- NEW: Outliner Text filter
 - Users can type in a text filter for the Outliner
- UPDATED: Improved Match Height (CG to AR ground) button. Just push the button once to match the height.
 - Long press for the old version
- UPDATED: Added a Reset button to Display Layers to revert the layers to the original Level
- UPDATED: Improved UI layout/scaling when using an iPhone for the Media Review Panel
- UPDATED: When the Camera constraint is active the user can continue to use any of the Asset Tools
- UPDATED: Cyclops now supports multiple animation sequences (Level Sequences) in a Level
 - Users can choose the sequence to play in the Play Tab
- UPDATED: Refactored core components to improve overall app stability
- UPDATED: Cloud Point Anchors have been removed as Microsoft has end-of-life this technology
- UPDATED: Added 2.2 aspect ratio to camera matte box options
- UPDATED: Updated FBX/OBJ Importer for better file support
- UPDATED: Updated filmbacks to include the Arri Alexa 265
- FIX: Layers now save properly when individual layer visibility is toggled
- FIX: Bookmark copy bug
- FIX: When loading a collection we now refresh the Outliner

Cyclops App 5.2.13 - Jan 22nd, 2025

- FIX: fixed bug in the photo metadata GPS coordinates when in Maps Mode

Cyclops App 5.2.12 - Nov 1st, 2024

- NEW: LumaKey feature
 - Similar to Chromakey.
 - adjustable min and max luminance values for the key
- NEW: Custom reticle image
 - Configured in the Camera preferences
 - Images are placed in the reticle folder in the Cyclops Import directory.
- NEW: Asset tool to disable actor selection in the viewport.
 - Called "No Select"
 - When turned on the user can not select objects by tapping them in the viewport.
 - Can still select from the Outliner
- UPDATED: Controls for Depth Compositing
 - Works for Scene Depth and Person Depth
 - Min Depth distance
 - Max Depth distance
 - Depth Multiplier
- UPDATED: Depth Debug View
 - Allows users to visualize the depth matte image that is being generated
 - Enabling the Debug view gives you a slider to adjust the depth debug image. This only affects the Debug view and not the actual Depth matte
- UPDATED: Improvements to the Chromakey tool
 - New & renamed adjustment sliders for better control over the key
- UPDATED: Slight improvements to the Despill tool
- UPDATED: Cyclops will now use the name of the actor as it appears in the Unreal Editor Outliner
- UPDATED: Improved FBX/OBJ importing to better support a variety of files
- UPDATED: Asset tools can now be used when the Camera Constraint is turned on
- FIX: fixed a bug when using custom filmback values
- FIX: UI bug with color picker & Despill tool

Cyclops App 5.2.11 - Oct 19th, 2024

UPDATED: We have included text warning users that the point cloud system will stop working after Nov 20th.

Cyclops Cooker 5.2.4 - Oct 4th, 2024

- NEW: the commit layers button now stores the Actor Label name that can be used in the Cyclops app for displaying the name of the actor
- NEW: added a tool to help debug layer issues
- NEW: Smart Asset light control panel asset
- FIX: fixed a bug in the TD Tool Simplify Collisions button

Cyclops App 5.2.10 - Aug 30th, 2024

- NEW: Undo feature that can undo asset and camera movements
 - Undo & Redo buttons added to the main Tool tab
 - Limited to asset & camera transform changes.
 - The Asset Reset button has been removed from the asset info bottom area
- NEW: custom take naming
 - Users can enter their custom names for Photos and Videos. The Take number will increment after each photo/video
 - Long press the photo or video button to get the custom take naming UI
 - Photo, Video & Take Recorder preferences moved to their own Preference Panel
 - new preference to save a collection when saving a photo or video
- NEW: Take recorder now saves asset visibility info
- NEW: Take recorder now saves user created Bookmarks
- NEW: Opacity toggle button added to the lower right corner of the UI
- UPDATED: Virtual joystick now displays the icon of the current tool
- FIX: Bookmarks are now correctly added to the Bookmark Display Layer
- FIX: Display Layer visibility changes are now correctly recalled when loading a level
- FIX: Users can no longer save Bookmarks in the default level
- FIX: So that devices that can't use Scene Depth will no longer be able to choose that option

Cyclops Cooker 5.2.4 - Aug 26th, 2024

- NEW added support for visibility info from the JSON file
- FIX, better support for videos taken when there was no Sequencer in the Level.

Cyclops App 5.2.9 - July 31st, 2024

- NEW: Scene Depth Compositing - CG assets are now better integrated into the camera image
 - Scene Depth is used by default in Asset Mode
 - People Only Depth is used by default in Scene Mode
 - Users can manually select either Scene or People Only Depth Compositing from the preferences
 - Set Scene Depth offset in preferences

Cyclops App 5.2.8 - June 24th, 2024

- IMPROVED: Chromakey tool
 - Works better with Person Depth Compositing
- NEW: In-App Customizable Display Layers
 - Add Layer
 - Rename Layer

- Delete Layer
- Add Asset to Layer
- Remove selected Asset from the selected Layer
- Remove selected Asset from all Layers
- NEW: Subscription debug option in preferences
- NEW: Button to email Log to Support

Cyclops App 5.2.7

- FIX: Discord server link in Help

Cyclops App 5.2.6 - May 10th, 2024

- NEW: Smart Asset System & Workflow
 - Create custom BP assets with runtime logic and custom UI panels
 - Smart Asset Classes
 - SKM Base
 - SKM Anim (select & control BP animation)
 - SM Base
 - SM Variant (color, pose, material, or texture)
 - Support for customized HUD asset info display
- NEW: Smart tools w/ UI controls
 - Skydome
 - ARSkylight
 - Fog
- NEW: Snap To Asset tool
- NEW: Trex animated Smart Asset
 - Change animation
- NEW: Device Free Memory readout now added to the Debug Info display
 - Debug Info can be enabled in Preferences
- IMPROVED Sample assets & scenes now use Smart Assets
- IMPROVED Male & Female Smart Assets
 - Change color & pose
- IMPROVED: Cyclops Smart Asset
 - Change Pose
- IMPROVED: Placing assets if there is both AR & CG geo where the user touches the screen
 - Add new preference to control this behavior, defaulted to CG geo
- IMPROVED: Lidar geo
 - New preference to control when we remove a piece of Lidar geo that hasn't been updated in a long time
 - Improved Lidar geo wireframe material
 - New preference to have lidar geo wireframe in different colors
 - General speed/performance improvements
- IMPROVED Updated Cesium plugin to the latest UE plugin.
 - Improved Map geo load times.
 - Map geo uses less memory now
- IMPROVED Small Performance improvements in multiple areas
- IMPROVED Help panel has been updated with a new design and better links to help material.
- FIX: Issues with Virtual Joystick movement on 12.9" iPads
- FIX: Cesium/Google map tile flickering in some areas

- FIX: Issues with HoldoutCut actor
- FIX: Layer scroll issue
- FIX: DLC mountings issues
- FIX: Place asset issue, assets placed in the wrong place.
- FIX: Delete All affected non-spawned assets
- FIX: Animation playback performance issues
- FIX: bug with holdout distance control not affecting Lidar geo
- FIX: Animation scrollbar preference

Known Issues

- The Holdout Decal is not displaying at 100% opacity.

Cyclops Cooker 5.2.4 - May 10th, 2024

- NEW: Thumbnail Maker
- NEW: Smart asset support
 - Base Actor Component
 - Base BP Actor classes & WBP
 - Smart Asset SM & SKM
 - SM Variant
 - SKM Animation
 - Custom Cyclops WBP UI Template Widgets for use with Smart Assets
 - Button Icon
 - Button Text
 - Color Picker HSV
 - Color Picker simple
 - Dropdown menu
 - Number Box
 - Number Slider
 - Text Box
 - Toggle button
 - Smart Asset Examples
 - SSA_char_cyclops_pose
 - SSA_Trex
 - SSA_Skydome
 - SSA_ARSkylight
 - SSA_Fog
 - Updated Tester level with Smart Asset examples
- IMPROVED: Cooker now works better with plugin assets
- IMPROVED: All Cyclops sample assets are now in the TTFCyclops plugin content folder

Cyclops App 5.2.5 (0.46) - Feb 12th, 2024

- FIX: UI issues when taking photos are fixed
- FIX: Testing Block hidden for Beta users
- FIX: Outliner filtering now works properly
- FIX: Scrolling in the Log is fixed

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

- NEW: Added new TD Tools to the toolbox
 - Asset Optimization
 - Layer tools
 - Camera tools
 - Tool feedback settings
- IMPROVED: Re-organized the TD Toolbox
 - All tools have better user feedback
- NEW: 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

- IMPROVED: When returning to Cyclops after sleeping the device, Cyclops will now attempt to rescan the world to correctly set the AR ground plane
- NEW: Added an AR Reset button to the Common Tools. This will force Cyclops to rescan the world and reset the ground plane.
- FIX: Small 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
 - Selectability
 - 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
- Spawning Asset examples have been moved to the main Content folder as we can't seem to include Spawningables from a Plugin in a DLC

All updates from Cyclops 4.0 are included in Cyclops 5.2

[Cyclops 4.0 Release Notes](#)