

▶ **RELEASE NOTES**

# Altair<sup>®</sup> Inspire<sup>™</sup> Render

## 2021.2

# New Features and Enhancements 2021.2

Altair Inspire Render 2021.2 includes the following new features and enhancements.

## General

### EDEM Support

Import EDEM files and merge with MotionSolve models to edit and create fully rendered animations in both Real-time and Full rendering.

### Graphics

Added full RTX graphics support.

### View Cube

The view can now be rotated by 90 degrees by clicking on a View Cube arrow with the mouse wheel or mouse middle button.

## Animation

### Animation

- Added keyframe groups: when you collapse a property owner, now the keyframe remains selected, and it is still possible to move them and remove them
- Improved the start/end animation time handles shape, and moved them on top of the ruler
- Fixed issue with the start/end handles remaining selected
- Added a context menu item to allow selection of all the keyframes at a certain time step
- Enabled channel list to be scrolled with the mouse wheel
- Improved UI to update properly when resizing windows and panels

## Resolved Issues

- Memory leak when reading certain .h3d files



## Learn More About Inspire Render

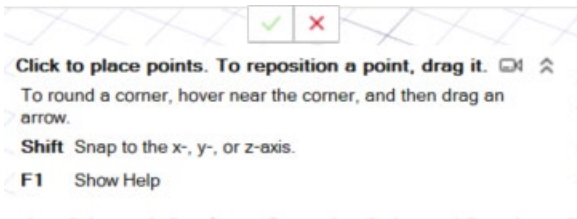
You can learn more about new and existing features in Inspire Render using the following resources:

### In-Application User Assistance

**Workflow help** appears when you select a tool that opens a guide bar or microdialog. The text prompts you what to do next.

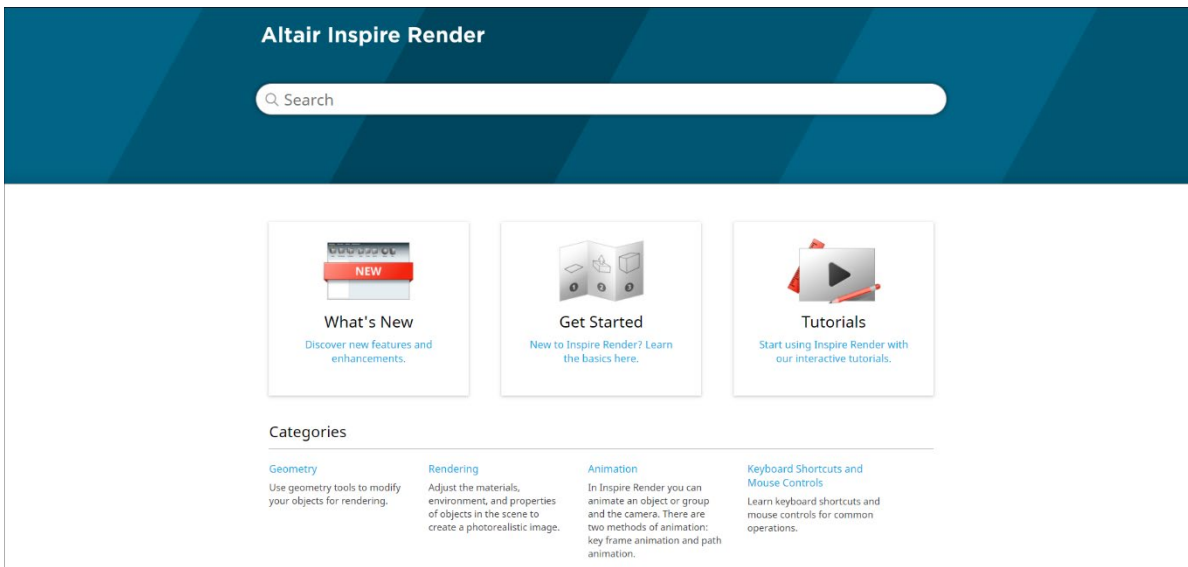


Click  to view additional tips and shortcuts. Some tools also include a video .



### Online and Offline Help

Press **F1** or select **File > Help > Help** to view the online help.



You can download an offline version by selecting **File > Help > Download Offline Help**. An internet connection is required to download.

