

 RELEASE NOTES

# Altair Inspire™ Render 2021

# New Features and Enhancements

Altair Inspire Render 2021 includes the following new features and enhancements.

## Rendering

### Quick Render

You now have options to **Render** and **Render in Darkroom**.

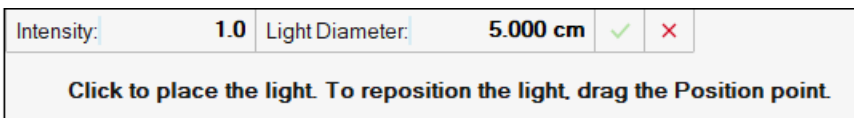
- **Render** will process the image in the application without the overhead of loading Darkroom.
- You then have the option to send the image to Darkroom for processing (**Render in Darkroom**) or save the image.

## Learn More About Inspire Render

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

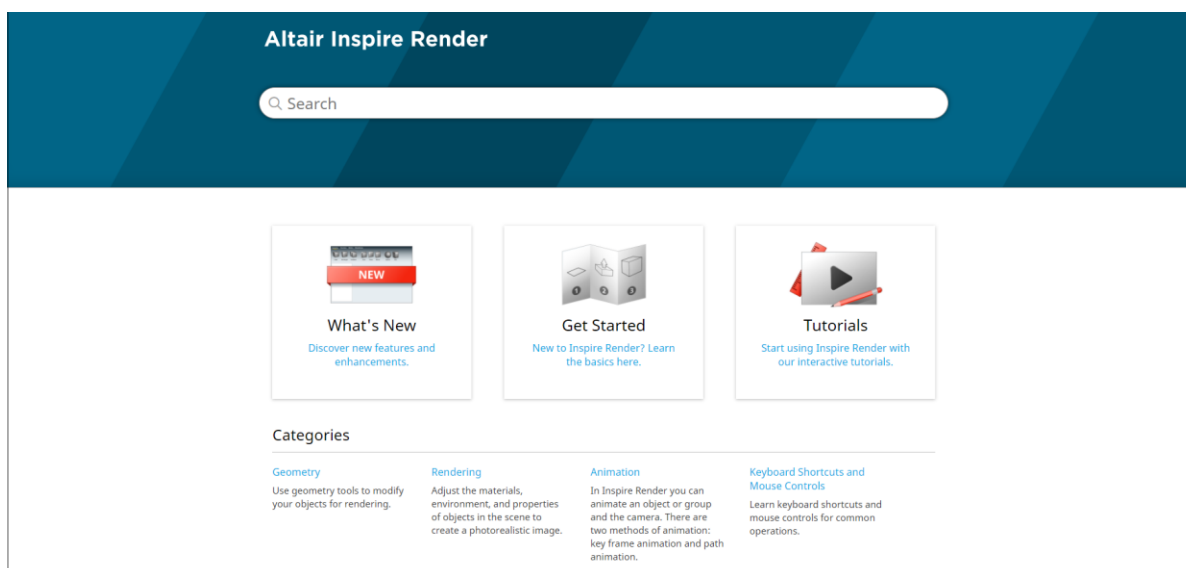
### In-Application User Assistance

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



### Online Help

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



**Altair Inspire Render**

Search

**What's New**  
Discover new features and enhancements.

**Get Started**  
New to Inspire Render? Learn the basics here.

**Tutorials**  
Start using Inspire Render with our interactive tutorials.

**Categories**

**Geometry**  
Use geometry tools to modify your objects for rendering.

**Rendering**  
Adjust the materials, environment, and properties of objects in the scene to create a photorealistic image.

**Animation**  
In Inspire Render you can animate an object or group and the camera. There are two methods of animation: key frame animation and path animation.

**Keyboard Shortcuts and Mouse Controls**  
Learn keyboard shortcuts and mouse controls for common operations.