Avid® Maestro™ | Designer

Version 2020.5.1 ReadMe

Important Information

Avid recommends that you read all the information in this ReadMe file thoroughly before installing or using any new software release.

Important: Search the Avid Knowledge Base for the most up-to-date ReadMe file, which contains the latest information that might have become available after the documentation was published.

This document describes the latest software features, fixes and improvements. It also lists all limitations and known issues.

Revision History

Date Revised	Changes Made
June 29, 2020	First publication.

Contents

Symbols and Conventions 2

If You Need Help 2

New Features in v2020.5.1 3

Improvements in v2020.5.1 3

Fixed Items in v2020.5.1 4

Limitations and Known Issues. 5

Legal Notices 8

If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task. It is especially important to check each step of your workflow.

   You can always find the latest *Maestro | Designer ReadMe* as well as all documentation available via download on the Avid Knowledge Base at:

   http://avid.force.com/pkb/articles/en_US/User_Guide/4Designer-User-Guide

2. Check this ReadMe file for the latest information that might have become available after the documentation was published. Also check online for the most up-to-date ReadMe because the online version is updated whenever new information becomes available. To view the online ReadMe, or visit the Knowledge Base at **`http://www.avid.com/US/support/`**.
3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues.
4. Visit Avid Online Support at **`www.avid.com/US/support/`**. Online support is available 24 hours per day, 7 days per week. Search the Knowledge Base to find answers, to view error messages, to access troubleshooting tips, to download updates, and to read or join online message-board discussions.

New Features in v2020.5.1

This section describes the new software features in the latest release.

Schematic View

We have added a schematic view of the entire scene or selection of elements to provide a way of visualizing the connections between properties. You can interact with the relationships inside the Schematic View window, or even divide connections. You can build schematics by dragging/dropping Extension buttons or internal connections from the Connections windows into the Schematic board.

New K-Line / Candlestick Chart

We have added a new chart asset to the Complex Assets folder, which allows to generate simple K-Line graphs used to visualize financial information.

Improvements in v2020.5.1

The following improvements have been introduced in the Version 2020.5.1 release.

- We have extended the number of Property Editors where you can use HDR colors:
  - Image3D
  - Reflection (CubeMap)
  - Image Sequence
  - Image in Scene environment
  - All procedural textures
  - Geometry colors (rectangle corner colors)
  - Particles
- A new Timecode object has been added to the Advanced Editor.

Fixed Items in v2020.5.1

The following fixed items are in the Version 2020.5.1 release.

- **Bug Number:** DESIGNER-2988. 3D import (Assimp) did not import files with non-ASCII characters in the file path. This has now been fixed.
- **Bug Number:** DESIGNER-3114. When filtering connections, the Connections window would display incorrect information. This has now been fixed.
- **Bug Number:** DESIGNER-3210. When changing the end of an animation to a large value, this information would not be stored in the scene. This has now been fixed.
- **Bug Number:** DESIGNER-3228. Lens Flare texture was not caching when exporting a scene. This has now been fixed.
- **Bug Number:** DESIGNER-3232. Maestro | Designer would send wrong clip control parameters after reconnecting to RenderEngine. This has now been fixed.
- **Bug Number:** DESIGNER-3236. If a file name contained more than one white space, the file selector would reduce the number of spaces to one and the texture could not be rendered. This has now been fixed.
- **Bug Number:** DESIGNER-3240. When trying to log into MediaCentral | Cloud UX™, the pop up window did not validate if the provided IP is correct. This has now been fixed.
- **Bug Number:** DESIGNER-3252. Exports array: index of the last send export action did not propagate to other windows after using the “Send export” action. This has now been fixed.
- **Bug Number:** DESIGNER-3268. When trying to rename an animation group, the Maestro | Designer interface would sometimes freeze. This has now been fixed.
- **Bug Number:** DESIGNER-3301. Occassionaly, the Maestro | Designer would unexpectedly close when trying to undo changes in the Scene Tree while multiple containers were selected. This has now been fixed.
- **Bug Number:** DESIGNER-3331. When using IP address to authenticate a MAM connection, net use would not work for retrieving assets. This has now been fixed.

Limitations and Known Issues

Following is a list of limitations and known issues found in Maestro | Designer.

Known Issues

- **Bug Number:** DESIGNER-3637. "Rewind during save" for animation may cause problems in Maestro | News Render Server workflows.

- **Bug Number:** DESIGNER-3586. To avoid artifacts on text borders and on gradient, brightness factor of HDR colors should be as low as possible (while still providing expected color).

- **Bug Number:** DESIGNER-3586. When uninstalling SharedData 7.3, the Projects directory is removed.

  Workaround: Before uninstalling SharedData 7.3 make sure you have backed up all your files in the Project directory.

Limitations

- **Bug Number:** DESIGNER-2221. The Render Clip ... cue command fails when VideoEngine service doesn't have write access to SharedData (g:).

- **Bug Number:** DESIGNER-3000. Importing skeletons consisting of many meshes with one bones hierarchy produces broken animations. Our model only allows for a composition with one mesh to one skeleton (bones hierarchy).

  Workaround: Merge your model into one mesh using an external tool (e.g. blender) and then import it into Maestro | Designer.

- **Bug Number:** DESIGNER-241. Triggers should not be placed before the first animation key.

- **Bug Number:** DESIGNER-543. Maestro | Designer does not display fonts that have been incorrectly defined.

  Workaround: When defining a font, it is important to clear the “Include Preferred Family (Windows only)”, “Include Compatible Full (Macintosh only)”, “Include Preferred Subfamily (Windows only) parameters, or to set them according to the Microsoft Open Type recommendations.

- **Bug Number:** DESIGNER-35. The Super N-gon section edge indentation is limited to 1.

- **Bug Number:** DESIGNER-48. An Internet connection is required when importing x3d files.

- **Bug Number:** DESIGNER-136. An infinite (looped) animation can only be added once to the master timeline.

- **Bug Number:** DESIGNER-1774. In the Cut editor, when changing the type of a selected node from corner to smooth (or vice versa) you need to click twice on the button of the chosen shape.

- **Bug Number:** DESIGNER-1219. Maestro | Designer is intended to work with one Canvas.

- **Bug Number:** DESIGNER-1656. It is not possible to add an export of ACTION type parameter (e.g Clock/Counter/Reset) to the Master Animation. Even if it is possible to add it by manipulating the export array, the action will not trigger.

- **Bug Number:** DESIGNER-1657. Trigger sets inverted value for sequence texture's run parameter.

- **Bug Number:** DESIGNER-1662. When recording is off, manipulating text effect parameters with an animation channel has no effect.

- **Bug Number:** DESIGNER-1664. After an animation has been played backwards, using the trigger action “Rewind and Play” plays the animation in reverse.

- **Bug Number:** DESIGNER-1665. An animation containing a ticker does not play the ticker automatically.

  Workaround: For the ticker to work when an animation is played, before playing the animation, play and stop the ticker.

- **Bug Number:** DESIGNER-1668. When working with a new scene (i.e. without saving it with a user defined name) and encountering a crash, the autosaved scene will not be created unless there is a project folder called “New Folder”.

- **Bug Number:** DESIGNER-1944. Limitations of Layer Masks:
  - Default layer and layers created from assets have clear masks parameter set to true which clears all masks created by the previous layer. This parameters is only available in the advanced editor and makes it hard to create layer masks or object masks with objects in different layers.
  - Due to how layers are drawn, the layer that is the mask has to be higher in the scene tree hierarchy than layers that are masked by the mask.

➤ **Bug Number:** DESIGNER-2267. 3D Import Limitations:

- Imported FBX file has to be exported with scale set to meters or ("FBX All" Scaling in Blender), *Y Forward * Forward and "Z Up" for it to be imported properly in Designer.
- Imported 3DS file require node hierarchy to be linear (scenes exported from 3dsMax create such files).

➤ **Bug Number:** DESIGNER-2786. Color pipette gives wrong colors when display scaling is different than 100%.

Backward Compatibility Issues between 3Designer and Maestro |Designer

➤ Shininess parameter in material gives different effects in RE7 when comparing the same scene in RE 6.x. The RE7 implementation is more accurate when compared to 3DS Max than when RE6 was compared to RE7.

➤ Mix function in multi textures gives different results for transparent objects. In RE 6.x math of mixing is incorrect for objects with alpha equal 0 result was not fully transparent sometimes.

➤ Old 'cg' shaders are not supported anymore. Shaders written in cg should be ported to 'glsl'. That means that old scenes (before RE 7) containing shaders will not be rendered correctly.

➤ In RE7 one global environment in scene replaced environment references in layer (RE6). This causes a compatibility problem for scenes without environment: Deleting environment in 3Designer does not affect RE scene (bug in 3Des), as a result ambient (environment in layers) was saved in RE 6 scenes. In the effect, when this scene is loaded (pushed) by Maestro | Designer to RE 7 ambient (environment in layers) is lost (set to 0) and the scene looks darker. It affects most scenes from Avid Virtual Studio Library.

Workaround:

- Open scene settings
- Go to Environment tab then create new environment
- Adjust global environment (set ambient to 1 for scenes from Orad Virtual Studio Library)

➤ PointLight reflection (specular) is different to RE 6.8; this is due to a lighting bug being resolved in RE 7 previous point light was rendered incorrectly.

➤ Soft masks work differently in RE 6.8 and RE 7. Soft masks in RE 6.8 have only few levels (depending on number of samples). Whilst in RE 7 they have 256 levels.

➤ Old Particles are too large. Size has to be reduced manually to fix it.

- Ticker speed may be different after loading a 3Designer scene to Maestro | Designer.

  Workaround: Modify ticker speed in Maestro | Designer then save the scene.

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