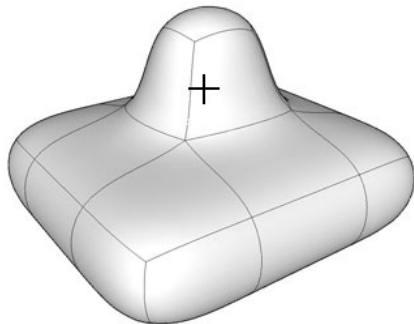


form•Z^{beta} 8

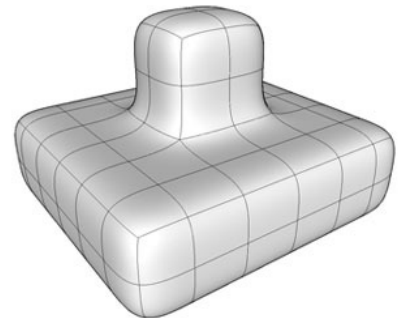
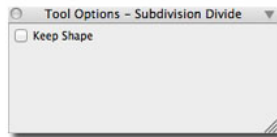
form•Z 8.0 beta (b9151) Corrections

We are excited to release this update for **form•Z 8.0 beta**.

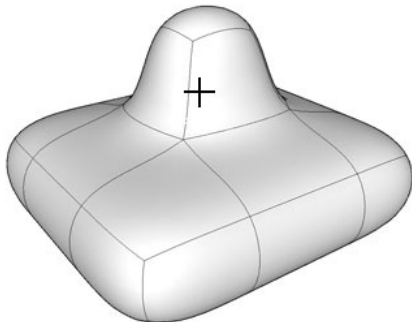
We have added a new option to the **Subdivision Divide** tool that will preserve the shape of a subdivision object when the tool is applied. The **Keep Shape** checkbox can be found in the **Subdivision Divide** tool's **Tool Options**. Dividing without **Keep Shape** can produce a “squared” appearance, with sharper edges, and may be undesirable. Applying the tool to a pre-picked subset of faces will divide only those faces, and **Keep Shape** will not be applied in this case. See examples below.



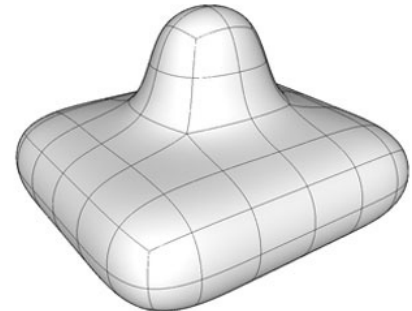
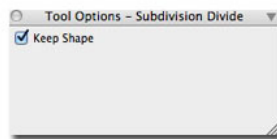
Clicking on a subdivision surface with the Divide tool.



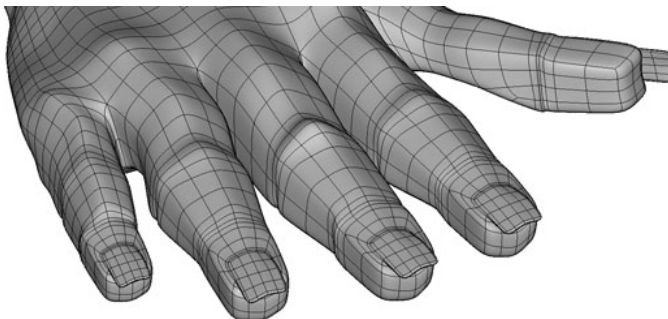
The divided geometry without the Keep Shape option checked.



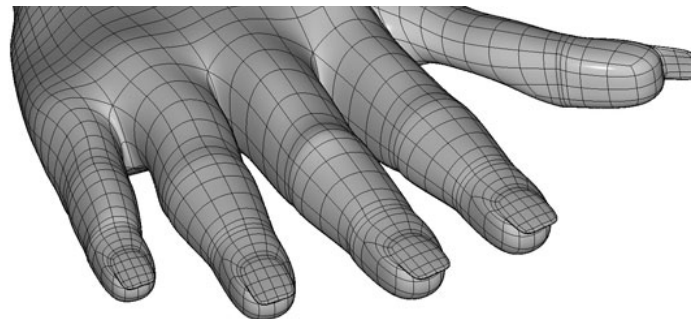
Clicking on a subdivision surface with the Divide tool.



The divided geometry with the Keep Shape option checked.

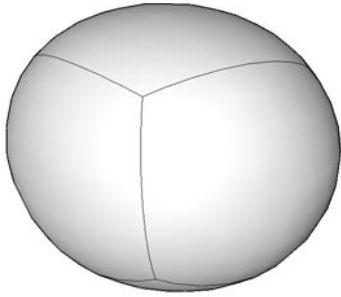


A subdivision hand divided without the Keep Shape option applied, observe the blockiness of the fingers.

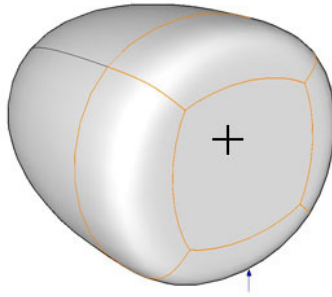


The same subdivision hand divided with the Keep Shape option, the fingers remain rounded.

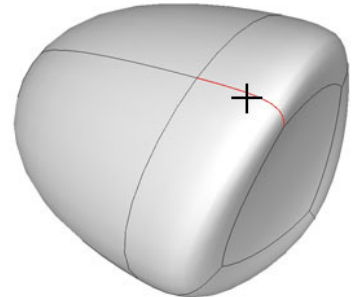
The **Subdivision Offset Face** tool has been adjusted so that the intermediate faces that are created have edges that can be operated on by other tools. Segments are added to the underlying faceted representation in order to create these faces. If you extract the geometry to see the faceted object, you will notice that new segments have been added to the original geometry.



A Subdivision "cube" made by using the Subdivision Create tool on a cube.

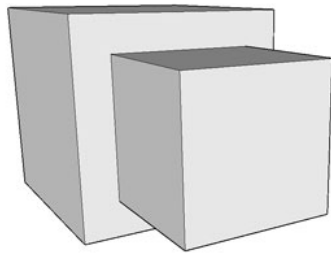


The front face is offset with the Subd Offset Face tool, and adjacent faces are added.

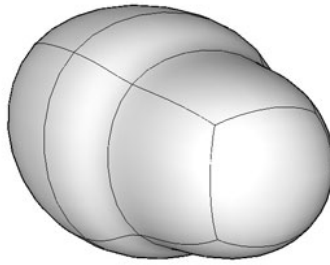


The edges of these new faces can be moved or translated with the transform tools.

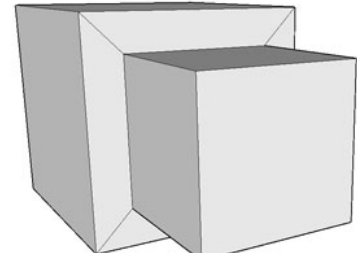
In addition, if this condition exists in faceted geometry at the time the object is converted to a subdivision object, segments will be added when converting to subdivision geometry in order to accomplish the same result. You can convert the subdivision object back to a faceted one with the Extract tool to see these new edges as well. An example of this is below:



A faceted object created by offsetting and reshaping a face.



The same object with the subdivision create tool applied to it.



If the Extract tool is applied to the object, it returns to faceted. Observe the added segments.

This version includes Lightworks Author 9.1 that includes faster performance when rendering with Final Gather.

Other notable fixes:

- All dialogs that contain graphic previews now work properly on OS X.
- Deleting all the faces of a sub-d does not crash.
- Custom Reference planes palettes now works properly.
- SketchFab Smooth Shading now works properly.
- Copy / Cut Components no longer crashes
- Materials Palette now re-size properly and can now be made 1 row high.
- Re-sizing Open or Import dialog now works properly on OS X
- Open .FMZ file no longer fails if foreign characters with accents are included in the name of the file on OS X.
- form•Z 6 files opened in 8 now have materials showing in the materials palette
- STEP import/export now works on OS X.
- Objects imported from SketchUp are now visible.
- Photoshop .psd image files now work properly.
- Point Objects no longer cause the grid to disappear.
- Various file path issues have been resolved.
- Various workspace, customizing tools and multiple monitor issues have been resolved.
- Subdivision tools now work properly on Mirrored Subdivision objects
- Delete Active Material no longer gives blank error message on Mac
- Click in Palette to create new Material no longer only works in List View
- Using sub-d tools no longer clears sharpness assigned to points and edges.
- Various issues with 3DConnexion devices have been resolved.

- View Components by NAME now works.
- Files can now be saved to volumes with more than 32 characters in the volume name.