

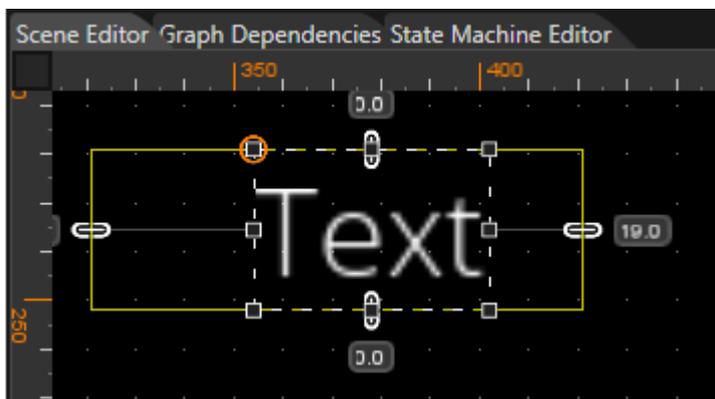
Software development platform for automotive, CGI Studio 3.8 has been released

Welcome to CGI Studio 3.8, Candera's software development platform for development of hybrid 2D and 3D graphical interfaces for Automotive Systems. Learn more about the most important features added since the last release.

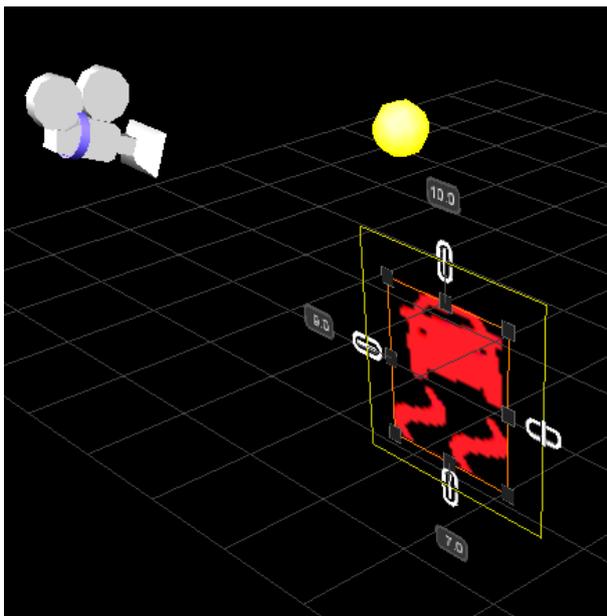
◆Improved Layout features

Adorners

CGI Studio offers the option to use adorners for an easy manipulation of the nodes inside layouts. The adorners gizmos can affect the following properties: Vertical Alignment, Horizontal Alignment, Size and Margin (Left, Top, Right, Bottom) in the Layout category and the Position in the Transformations category. This editing can now be done using the mouse and keyboard without having to manually change the node properties values.



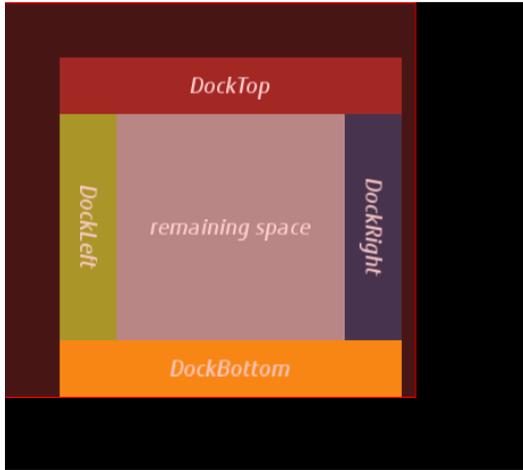
Adorners gizmo activated



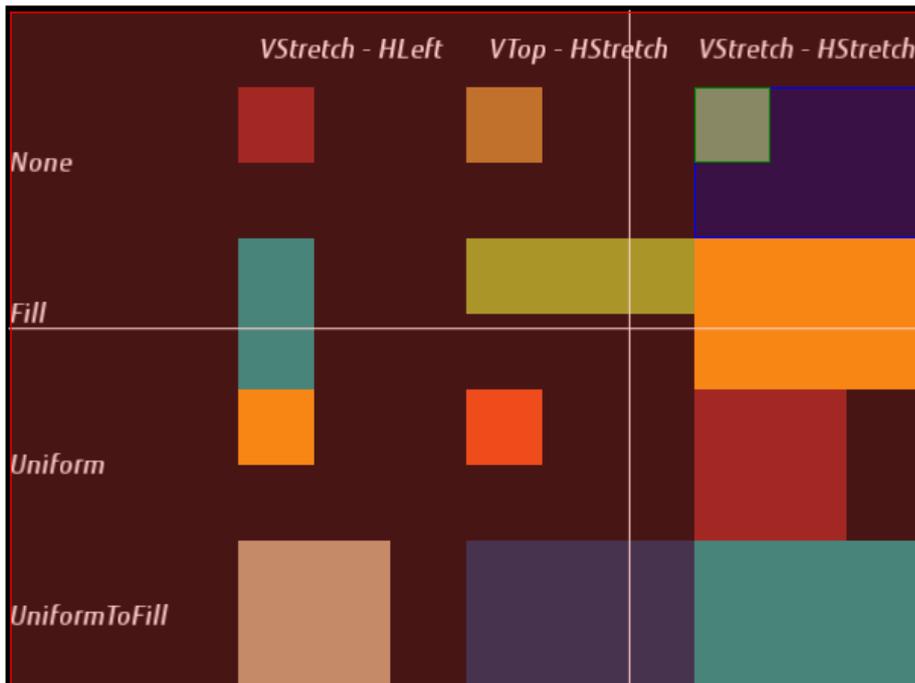
Right chain is open. Top, Bottom and Left chains are closed.

Layout Monitor

The Layout Monitor is a feature that allows the user to see the relevant areas computed by the layouter as an overlay on top of the rendering of the application. The user can select nodes in the scene tree, the layouter rectangles are drawn automatically. The retrieval of various layout properties is available. Additionally the visualization is useful to understand how the dynamic layout is applied. The feature is available in the CGI Player.



Top-node layout overlay



Layout overlay with axis enabled

◆New Controls

Keyboard

The Keyboard Control is highly customizable and emulates physical computer keyboard that enables a user to enter characters into an InputField Control. To use the Control one needs to connect an InputField with a keyboard via KeyboardAction with Action Open. When the InputField send the event, the Keyboard appears and sends pressed characters to the InputField that activates it.

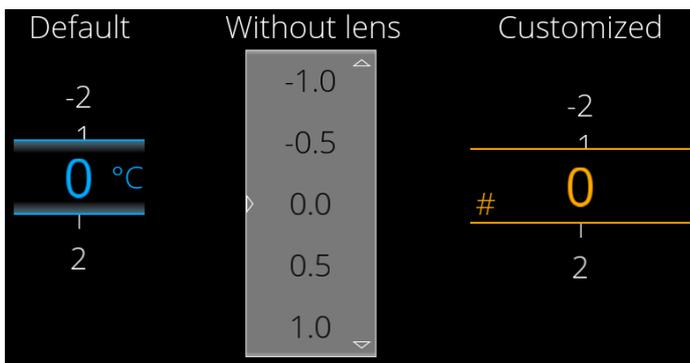


Example of a default Keyboard Control

Roll

The Control represents a vertical list of numeric values from a specified range with a specified step. Current value of the Control is visible in the middle of the control and can be zoomed like using lens. Changing the current value can be animated and can be done using touch/pointer or configurable keys of a keyboard. One can edit the current value of the Control by entering it with a keyboard.

To use the Control simply put it in a scene and configure all desirable properties. A roll can forward value as well as receive a send value as event.

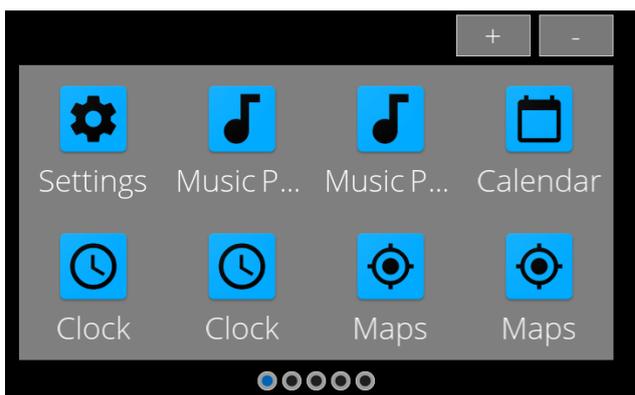


Examples of Rolls

Menu Screens

The Control represents a menu in the form of a grid of icons (instances of the Menu Item Control).

It has configurable number of rows and columns as well as default and maximum number of screens. A user can swipe between neighbouring screens. The Control handles user input and forwards proper information to children MenuItem nodes. The children nodes may be removed and reordered in runtime.



Example of the Control

FPS display

The FPS Display Control provides a Text Node that displays the currently rendered frames per second, which allows benchmarking running applications.

Find these and many additional controls and features in CGI Studio 3.8 like frame Counter display, Cover flow, Mesh2D,...etc.

◆Augmented Reality (AR) Support

- Camera is moving in 3D space (dynamically updated)
- Navigation Path created from list of navigation points
- Points of Interests are created dynamically at runtime
- Designer can easily create template for points of interest
- New sample solution in Scene Composer available

◆Navigation and Map reference implementation

The CGI Studio 3.8 Android Evaluation Version delivers you a reference implementation for Navigation and Map Applications based on Mapbox, the live location platform. With just a few steps you are able to implement a widely adopted technology into your GUI without much need for coding.

It covers:

- Navigation to desired locations
- Set favorite locations
- Zoom, rotate and tilt the map
- Use a variety of styles such as 3D Buildings, Live Traffic, Light Theme, Dark Theme and many more.

For a first look please follow the instructions included in the Evaluation package release notes.

A detailed description of Mapbox can be found at www.mapbox.com.

◆Enhanced Animation Features

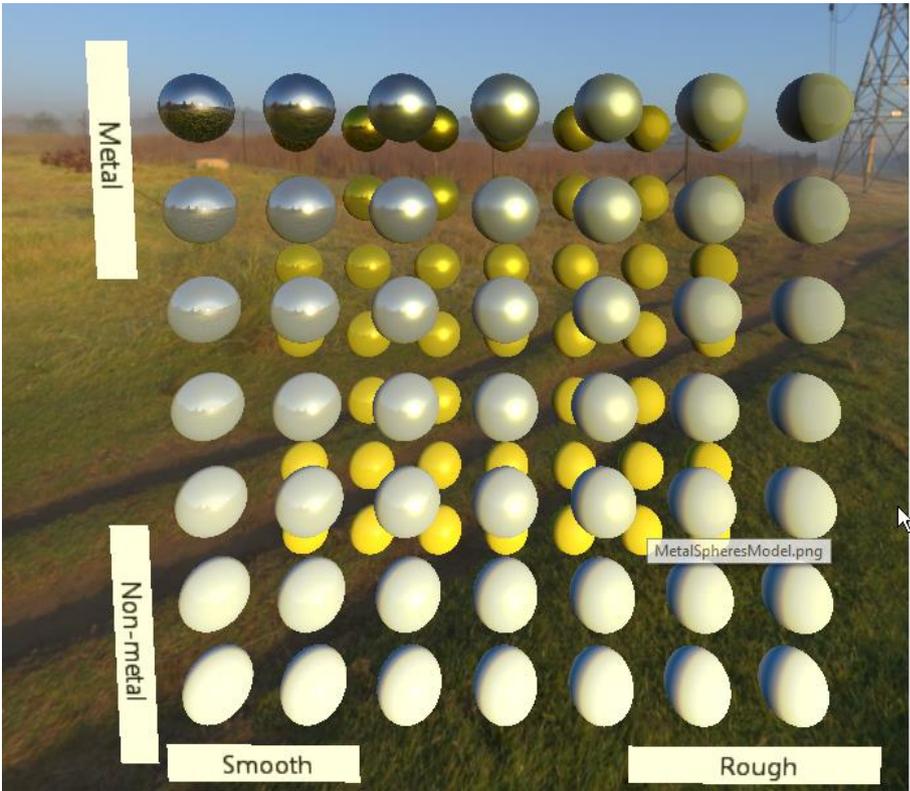
In SceneComposer 3.8 the user can animate even more different properties. It is now able to animate Control Properties, Optionals, Variants and Script Component Properties.

glTF 2.0 Importer to Support Physically Based Rendering

In order to be able to create HMIs using 3D objects with similar rendering quality as running on mobile versions of game engines, CGI Studio's render techniques have been improved by methods of Physically Based Rendering (PBR). glTF 2.0 is more than defining PBR materials, it is a new state-of-the-art file format that is now supported by CGI Studio.



BoomBox, that is also displayed in the Solution Preview.



Set of spheres with different metallic roughness properties

Many more

2D over 3D Support for Post Processing Effects (Bloom, Blur,...etc.)

About Candra

Candra, is a leading HMI tool provider and development partner for worldwide automotive and industrial customers. Candra supports its customers with the CGI Studio tool environment as well as provision of software services mainly in the areas of HMI development and embedded software.

Candra GmbH in Linz/ Austria and Candra Japan Inc. in Shinjuku-ku, Tokyo / Japan are both part of the ArtSpark Group situated in Shinjuku-ku, Tokyo / Japan.

Corporate site : <https://cgistudio.at/>

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Note: Information in this news release is correct as of the date of publication. Please be aware that changes may occur at a later date,

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