CGI Studio 3.16

Release Date: February 2026

- General 3.16
- Candera 3.16
- Controls 3.16
- Behavior 3.16
- Scene Composer 3.16

General 3.16

This page describes general updates that were made to CGI Studio version 3.16.

Features

- New View Editor and View framework
- Embedded Player option and Multi-View in Scene Composer
- Added glTF 2.0 effects extension
- New AI chatbot for documentation: the "Docs Agent"
- XLIFF support for localization
- Added solution templates: Instrument Cluster, In-Vehicle-Infotainment, glTF effect samples
- The CGI Connector has been enhanced to improve stability and usability of the tool.
- CGI Studio applications now support iOS and Vulkan
- Added Software Renderer

Candera 3.16

- added glTF effect support
  - Light punctual
  - Unlit extension
  - Clearcoat
  - Anisotropy
  - Specular
  - Iridescence
  - IOR (index of refraction)
  - Sheen
  - Emissive strengh
- iOS support
- Vulkan support
- Software Renderer
- Traveo II MJPEG support
- Update Monotype Spark Engine and added outer glow effect

Controls 3.16

- Added **TurnByTurn** Control

Behavior 3.16

- Streamlined Behavior Set: Automatic configuration of best behavior set for each project for CMAKE via SC-Plugin

Scene Composer 3.16

Scene Composer

- New View Editor
- Embedded Player option to launch the player within Scene Composer
- Multi-view support for enhanced 3D authoring with up to four camera views
- Smart Importer with improved Figma import handling and better user feedback
- Enhanced HASP licensing integration for simplified license management
- Added XLIFF support for streamlined localization workflows
- Updated Monotype Spark Engine and added outer glow effect
- General stability and performance improvements
- Streamlined behavior set via Scene Composer Plug-in
- Ricoh fonts removed

Samples

- New Instrument Cluster solution template
- New In-Vehicle-Infotainment solution template
- New glTF 3D effects sample
- Minor improvements to several solutions