SceneComposer Usability Improvements

3D Layout for Canvas Nodes

A new feature - "Layouter" - is available for canvas groups. The settings for this feature can be done through a category with the same name available in the Properties panel. The functionality of 3D Layout for canvas nodes is similar with the usage of those layouters known from SceneComposer 2d scenes. By using this feature a Canvas Group is able to align its nodes (group, sprite, or text) according to the configured layouter. The available layout types are identical with those used for the 2D layouters:

- BaseLine Layouter
- Grid Layouter
- Overlay Layouter
- Stack Layouter
- DockPanel Layouter

> The "Ctrl+L" command is the shortcut for the "Do Layout" operation. Please, note, that in the case of 3D layout for Canvas nodes, this command will update both the position and scale' values for the selected object.

See also:

- Canvas Layouter in SceneComposer User Manual

Safety Improvements

Since this version on it is possible to create animations for safety content and to export them to safety generated asset (Polarion CGI1-18264).

Any safety node can be animated by using the following animated properties:

- Position
- Scale (except for Groups)

- Alpha Transparency
- Rendering enabled
- Text Color (on Text Node only)

In comparison with an animated node from a 2D or 3D scene, the animation for any safety node are limited in the following way:

- Safety Animations do not support Bezier & Spline interpolation;
- Ease interpolation does not support other functions except for Power. The only available types of interpolation are "Step", "Linear", and "Ease".

When a safety asset library is generated, warnings are written in the Output panel even though the generation is not restricted (Polarion CGI1-18375). For instance, some issue warnings for content (e.g. bmp) used in both Safety and Convenience asset will be written in the Output.

See also:

- Safety Support in SceneComposer User Manual

Revision #2
Created 2023-03-02 01:10:25 UTC by Kanai Tomoaki
Updated 2023-03-08 06:02:42 UTC by Kanai Tomoaki