Viz Artist Release Notes

Version 5.6



Viz Artist

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Antivirus Considerations

Vizrt advises customers to use an AV solution that allows for custom exclusions and granular performance tuning to prevent unnecessary interference with our products. If interference is encountered:

- **Real-Time Scanning:** Keep it enabled, but exclude any performance-sensitive operations involving Vizrt-specific folders, files, and processes. For example:
  - C:\Program Files\[Product Name]
  - C:\ProgramData\[Product Name]
  - Any custom directory where [Product Name] stores data, and any specific process related to [Product Name].
- **Risk Acknowledgment:** Excluding certain folders/processes may improve performance, but also create an attack vector.
- **Scan Scheduling:** Run full system scans during off-peak hours.
- **False Positives:** If behavior-based detection flags a false positive, mark that executable as a trusted application.

Technical Support

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at www.vizrt.com.

Created on

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1 Viz Artist 5.6.0

Release Date: 2026-11-19

These are the release notes for Viz Artist version 5.6.0. This document describes the user-visible changes that have been made to the software since release 5.5.0.

ATTENTION: The Bundle Installer no longer includes WibU Codemeter runtime.
This mandatory component needs to be installed manually. Please download it manually or run
`winget install --id Wibu-Systems.CodeMeterRuntimeKit -e`

1.1 Installer Notes

1.1.1 General

The Software ships with a bundle installer containing all necessary components. It is recommended to use the bundle installer when setup needs to be done manually.

- Viz Artist is installed in *C:\Program Files\Vizrt\VizEngine\VizArtist*.
- Visual C++ Redistributable files are not part of the *.msi* setup file anymore. These files are now installed with the bundle setup application (VIZENG-13210, VIZENG-12629, VIZENG-12701).
- The new bundle setup application installs or upgrades Viz Artist together with its required Visual C++ Redistributable files (VIZENG-12936, VIZENG-13804).
- All files contained in the bundle setup application can be extracted using the `/dump` command line option. This creates a sub-folder where the files are extracted (VIZENG-13020).
- Multiple installations of Viz Artist are not supported.
- The installer automatically upgrades (replaces) any existing Viz Artist 3.x installation. However, downgrading is currently not supported (VIZENG-7098).
- The installer package is digitally signed (VIZENG-7378).
- The user account must have *SeCreateGlobalPrivilege* (SE_CREATE_GLOBAL_NAME) enabled.

1.1.2 Windows

This software has been tested to run on the following systems:

- Windows Server 2019
- Windows Server 2022
- Windows 10 (LTSC 21H2)
- Windows 11 LTSC 2024

Note: Only English language Operating Systems are supported.

- It is recommended to install the latest Windows Security Updates and Patches, except NVIDIA drivers.
- .NET Framework 4.5 or higher is required (VIZENG-6036).
- Minimum Windows Installer version is now 5.0.0.

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- To run Viz Artist/Viz Engine without Administrator privileges, you need to grant the following permissions:
  - *SeIncreaseBasePriorityPrivilege*
  - *SeCreateGlobalPrivilege*
  - *SeCreatePagefilePrivilege*
  - *SeIncreaseWorkingSetPrivilege*

⚠ **Note:** Viz Artist requires a minimum resolution of 1920x1080 pixels.

1.1.3 Windows

- Network shares are not accessible from within Viz Artist when UAC is enabled or when running on Windows 10. The Viz Configuration page **Local Settings** has been extended for enabling Network drive linking (VIZENG-15594, VIZENG-15319).

1.1.4 UAC

- Viz Artist is UAC aware. Log-files and additional files are stored in *%VIZ_PROGRAMDATA%*, which defaults to *%ProgramData%\Vizrt\VizArtist*. Configuration-files and profiles are stored in *%ProgramData%\Vizrt\VizEngine*. Temporary data is stored in *%VIZ_TEMPDATA%* which defaults to *%TMP%\Vizrt\VizEngine*. The default value can be changed in *viz.cmd* or on the command line of *viz.exe*.
- Starting Viz Artist shows a UAC popup for *VizStarter.exe* (VIZENG-8683).

1.2 Changes

- **Note:** Viz Artist no longer installs the local version of the documentation. Documentation is available online or as *.pdf* only.

1.3 New Features

Summary	Key
"Welcome back" screen	VIZART-5723
Add LUT support for Cameras	VIZART-5745
Allow to add Path aliases directly in Import view	VIZART-5798

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Summary	Key
Asset view: Quick Look feature	VIZART-4475
Better Workspace (Shader/Textures) UX	VIZART-5718
Double-click on a TR file inside a material should jump to used TR file inside the Workspace view	VIZART-5763
Double-click on a TR file should jump to the folder where it is stored inside the asset view	VIZART-5647
Exit Dialog improvements	VIZART-5746
Improve Scene tree search	VIZART-5726
Indicate containers belonging to subscene in scene tree	VIZART-5733
Make it possible to Import/Export saved workspace	VIZART-4044
Merged title bar for Viz Artist	VIZART-4558
New improved logicmaker implementation	VIZART-5781
New Tracking timing overlay in On Air View	VIZART-5666
Offer splitting geometries on container drop	VIZART-5803
Texture Slot copy and deactivating	VIZART-5606
UI for AI keyer scene settings	VIZART-5744

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1.4 Fixed Issues

Summary	Key
Syncobjects list not working for Superchannels in texture mode	VIZART-5921
MultiSelection: Container Info Width and Height does not display combined BoundingBox size	VIZART-5874
HEX color values will get stuck in dialogue box if it is not a complete hex value	VIZART-5817
Can't set SD output formats via the config GUI	VIZART-5810
Plugin favorites can disappear in certain scenarios	VIZART-5787
Plugin favorites are only visible after Artist restart	VIZART-5786
Post rendering preview no longer follows the duration value	VIZART-5778
Custom Tree Colors Are Not previewed in Config-UI After Restart	VIZART-5770
Viz Maps Plugins installer removed from bundle installer	VIZART-5765
Script plugin view doesn't get updated	VIZART-5704
RegisterSeperator script function shows name twice inside the plugin view	VIZART-5698
Modifying classic font parameters on multiple selected text containers doesn't work	VIZART-5263
VizOne Clip preview fails if source is https	VIZART-5180

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1.5 Security Updates

Summary	Key

1.6 Known Issues

Summary	Key
"Open tree" and "Collapse tree" in Asset view	VIZART-5226
Adaptive: Postion/Rotation/Scale do not show underline	VIZART-4332
Apply Blur in Image Editor forces flickering of update window	VIZART-5171
Drag & Drop of Flexbox Parameters	VIZART-3515
Extend Snapshot dialog for configured color space	VIZART-5615
Implement right mouse drag for color selector	VIZART-5554
Jump to Container from Texture Media Asset not working in New Render pipeline	VIZART-4348
Superchannel Asset Preview is not being updated	VIZART-4983
Viz One: Test Connection only works if entry is selected	VIZART-4398
XRDraw/Particle not accepted as plugin search	VIZART-5345

- Quick Look feature can't work on Scene View Texture Renderer Material Definitions as they need a scene to render.
- Not all audio formats support displaying a waveform and additional informations in Quick Look.
- Control Object View will not highlight the correct Control plug-in from within a list if multiple control plug-ins are on one container.
- Due a technical limitation of Qt framework, the focus of an input field can not be restored when switching containers.
- Referenced Materials do not correctly update their icon if changed.
- It is not recommended to run the User Interface within a Virtual Set environment, as it can cause timing issues under certain circumstances.
- Viz Engine render window is always on top when started in videowall mode `-u1 -y -n` and output system FULLSCREEN (VIZART-2400). Does not happen in mode `-u1 -w` or with any vga_preview and is independent on the number of monitors and if a mosaic is used or not.

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- What can be observed is that the output is always on top and it is not possible to get anything else on top (taskbar, other windows with **ALT + TAB**, task manager). **SHIFT + BACKSPACE** works only when Viz Artist has focus. When **CTRL + BACKSPACE** does not work it can be achieved with **CTRL + ALT + DEL**, task manager, **ALT + TAB** to Viz Artist and **SHIFT + BACKSPACE**. **ALT + TAB** does not work initially as the window is not shown. This behavior is actually desired to have the output of Viz Engine always on top (for example, interactive scenes shown on screens in the studio).

1.6.1 Windows

- Right clicking on the Taskbar icon of Viz Engine starts a new instance. Starting an additional Viz GUI process is prevented on Windows 10.

1.7 Build Information

- **Platform Toolset:** Visual Studio 2022 (v143)
- **Windows SDK Version:** 10.0.22621

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2 Documentation

Info: Starting with Viz Artist/Viz Engine 5.4.0, the installer no longer installs an offline documentation.

Documentation for Viz Engine, Viz Artist and Viz Plugins is available online on the Vizrt Documentation Center:

- Viz Artist User Guide
- Viz Engine Administrator Guide
- Viz Plugins User Guide

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3 Support

3.1 Installation

The installation wizard guides you through the installation process. Make sure to close any running Viz Artist/Viz Engine application, prior to the installation. To run Viz Artist or Viz Engine independent of a database server, you need to install the Graphic Hub database software locally.

3.2 Support

Support is available at the Vizrt Support Portal.

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