

Release History since Akeytsu V 1.0.0

V 1.0.1 [2017/11/15]

Enhancements

- UI minor changes
- It is not possible anymore to add an IK to joints constrained by a reverse foot
- Changed Spinner Combo Move Rotate Mode default value to false

Main Bug Fixes

- Fixed: Prevented OS(Windows) to consider Akeytsu as not responding (V1 black screen)
- Fixed: ReverseFoot roll had issues in some cases of specific joint orientation
- Fixed: When loading an akt with a Ref Pose, IK controllers were badly placed either in "Skin and Check" mode or in Animation mode (depending upon the active mode when the file was saved)
- Fixed: Performances issue in "Skin and Check" mode, when character hierarchy was heavy (a lot of animation objects for instance)

Also several other crash and bug fixes...

V 1.0.0 [2017/10/25]

New Features

- One-click FK/IK Reverse Foot (on a single skeleton)
- New skinning workflow
- New poses system
 - Animation conversion (after Ref Pose changed)
- Multi bind poses
 - For FBX imported with several bind poses we keep only the one which influences most points. We do the same for AKT with several bind poses
- Totally new UI (Flat)
- Sketchfab integration
- Export FBX
- ASCII
 - Embed Media option
 - Selective
 - Character position
- Frame rate management
 - Animation resampling

- Extended ways to open/import files in Akeytsu
 - Drag and Drop on Akeytsu window
 - Double click on Akeytsu files (FBX or AKT). Open a new Window or use existing window
 - Drag and Drop on Akeytsu.exe
- Spinner
 - Move + rotate combo mode
 - Rotate ball on MMB
- Misc
 - Center joints on vertex selection
 - Joints only mirroring
 - Skinned mesh lock
 - Gizmo 3D move plan and snap
 - Mesh reset and freeze

Enhancements

- Increase Curveboard performances
- Allowed Scale in Rigging mode when selection is composed of non-skinned meshes
- IK Controller pole angle data are now cached and displayed
- AKNM export and import through the Anim bank (addition of softer name matching and animation selection)
- The Spinner and the Gizmo are now activated when needed
- Deleted default character after import (if empty)
- FBX Import
 - Fixed FBX import transformation problems
 - Improved management of the missing properties of materials
 - Not supported 3D nodes are now imported as dummies
- When creating an animation, we don't rename immediately the animation
- It's no possible anymore to rename an item with only space character

Crash fixes

- Fixed graphic cards crashes
- Import multiple characters
- Akeytsu stacker stuff (Create, Extract, Hammer) doesn't crash anymore

Bug fixes

- IK with Layer now works correctly
- License management no longer loops on some Windows versions
- Updated ghost positions when character is moved during animation
- When we parent a joint under a character, this one is now seen by the character (=Picker is now updated)
- It's now possible to add/remove hammer from the picker if object is not selected
- Textures and material are not copied anymore when imported