



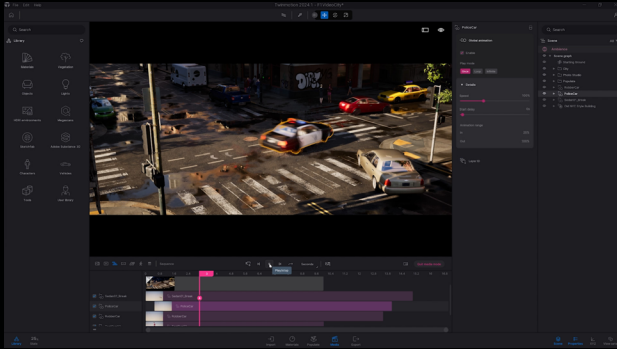
What's new in Twinmotion 2024.1

Twinmotion 2024.1 brings new features and enhancements that boost productivity and promote creative expression for designers across industries—including architecture, film & television, automotive and product design, and beyond.

Key new features

Animation sequencing tools

Create intricate videos that synchronize with animated files using the new Sequence media type and Action Cam camera. You can precisely add camera position keyframes over time; pause, speed up, or slow down movements; and more. You can also view the path of the animated camera in the Media Preview Window.



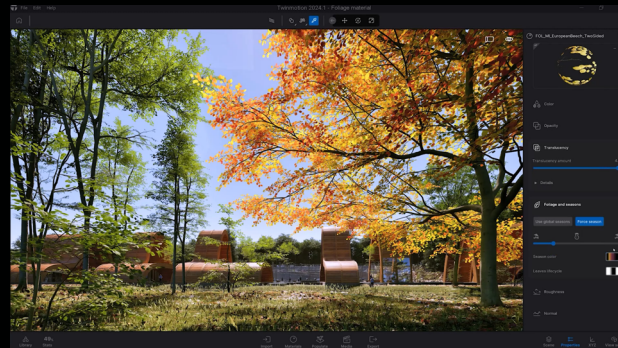
Render layers

Separate out elements of your scene for downstream compositing or post-production enhancement with the new ability to assign Layer IDs to assets, and export them as up to five separate render layers. Layers can be exported with included transparency (PNG or EXR), or as simple black and white masks.



Smart foliage from imported assets

A new Foliage master material enables you to render imported vegetation with Twinmotion smart effects—including wind, seasonal color change, leaf loss, and snow accumulation—vastly increasing the types of trees and shrubs you can add to your scenes. You can even control the timing of color change and leaf loss. The material also offers realistic translucency.



Higher-fidelity fabrics

Standard and thin fabrics require different approaches when it comes to rendering. Our new Fabric master material offers you the ability to do just that, so you can simulate a wide range of textiles—including cotton, linen, silk, wool, polyester, and velvet—at higher fidelity. We've added ten new fabrics to the Twinmotion library to get you started.



New tools for fast, easy scene population

We've added two new Scattering tools that enable you to create paths and define areas to quickly populate your scene with assets. Once your paths or areas are defined, they are automatically populated with your selected assets; you can adjust factors that determine the spacing of assets and the randomness of their positions.

Filmback options

Filmmakers can now constrain the camera view to match the sensor or film frame dimensions of common real-world cameras, as well as using custom values for the height and width—great for ensuring the framing you use in previs matches what's achievable in the actual shoot, for example.



Key new features



Enhancements to Lumen and the Path Tracer

This release sees a variety of performance improvements for both Lumen and the Path Tracer. Lumen also now supports more lights and delivers higher-fidelity results with translucent meshes, while shader compilation is optimized for the Path Tracer.



Enhanced bloom controls

We've added new controls that enable you to adjust bloom intensity and create starburst effects, with a choice of 12 different pattern textures. This makes it possible to emulate the effects seen through real-world cameras when looking at bright lights.



Ambient occlusion texture input

You can now add a texture for ambient occlusion (AO) on the standard material, and AO textures are now imported by default on Quixel, Sketchfab, and glTF assets. This provides added contrast by reinforcing shadowed parts of the models when rendering in Standard or Lumen modes.

Deterministic animation

We've added a 'Random seed' value for Animated Humans and the animation of characters, vehicles, and so on, along paths, so you can create and play identical animation sequences in exported media. You can also adjust the random seed to change the result.

Parenting Animators

You can now create more sophisticated animations—such as a helicopter taking off with a spinning rotor, or a solar system—thanks to the new ability to combine Animators (Rotators and Translators) by parenting one onto the other in the Scene graph.

You can see all of the new features and enhancements in the [release notes](#).

Pricing and availability

Twinmotion is free to use for students, educators, hobbyists, and individuals and companies whose annual gross revenue does not exceed \$1 million USD.

For individuals and companies that generate over \$1 million annually, and/or that require access to [Twinmotion Cloud](#), Twinmotion seats are priced at \$445 USD* per seat per year. Twinmotion seats include all updates released during the subscription period. Twinmotion Cloud is only available for companies that purchase seats.

You can also purchase a Twinmotion seat as part of the Unreal Subscription, which also includes Unreal Engine and RealityCapture, for \$1,850 USD* per seat per year.

[Get Twinmotion 2024.1](#)

**Prices may vary by region and may be subject to applicable taxes.*