

Features & Changes

- (Ultimate-only) 2D Motion Tracking, includes new Track panel
- (Ultimate-only) New Lifetime panel for editing key frames for particle lifetime properties
- New Layer panel used for both masking (2D view of current selected layer) and 2D motion tracking
- Particle Simulator has new forces (attractor, detractor, turbulence) as well as time scale for particle simulation (e.g. Matrix-style bullet time effect)
- Dolby AC-3 audio decoding support for MPEG containers (e.g. AVCHD)
- Demo users are notified that Dolby AC-3 is not supported in demo version
- Export screen has new Content Area option, which is the default
- Export screen has new export dialog with progress/time remaining/etc
- New dialog for 3D camera tracking import
- Custom workspaces for Edit & Effects screen
- Viewer Active Camera & 2D views defaults to 'Scale to Fit' zoom option
- User can now select & convert multiple source layers to a new Composite Shot layer
- Controls panel now has same '+' buttons to create objects (e.g. deflectors/forces) that the Composite Shot panel has
- User can now double-click property in Controls panel to sync with Composite Shot (to match what they could already do in the reverse case)
- User is prompted to match sequence settings to clip if they differ when dropping first clip onto timeline
- Double-click a key frame to navigate playhead to that frame
- Media panel preview will move its playhead back to the start if you try and play when at the end
- Rain 3D particle effect is no longer billboarded by default
- UI now displays more keyboard shortcuts in tooltips and menus
- New keyboard shortcuts for Viewer tools (masks, orbiting)
- Floating panel container windows now have a maximize button
- Composite shot panels will be restored when opening a project even if the user's "Save/Load screen layout from project file" preference is disabled
- Demo export restriction is increased to 480p
- Demo users see a message explaining why the Computer pane is disabled on the Export screen
- Changed point/crosshair icon in Viewer
- Changed icons/images for new HitFilm branding

Performance Improvements

- Significant improvements to particle simulation & rendering, especially with motion blur enabled on a particle layer
- Playback of editor timeline no longer stutters at edit points (unless there's an overlap with the same asset being used on different tracks)
- Property tree in Composite Shot and Controls panel has speed improvements when creating deep hierarchies (e.g. Particle Simulator layer) or lots of layers (e.g. creating point layers from a 3D camera tracking import)
- Decreased the frequency that the Audio & video previews on Editor sequence timeline have to be recreated
- Properties in Composite Shot and Controls panels no longer refresh their values during playback (saves unnecessary interpolation calculations)

Notable Bug Fixes

- Fixed crash when uploading large files to YouTube
- Fixed alignment problem of thumbnail preview frames in Editor sequence clips
- Fixed pixel corruption of thumbnail previews for some clips that had alpha channels

Changes to 2D Effects

- Set Matte has a new Blend option
- White Balance now preserves original luminance
- New digital block flare types in Lens Flare

New 2D Effects

Both Standard and Ultimate

- Auto Color
- Auto Contrast
- Auto Levels
- Bulge
- Crush Blacks & Whites Alpha
- Difference Key
- Echo
- Insect Vision
- Jitter
- Magnify
- Motion Trails
- Oil Painting
- Reverse
- Solarize
- Speed
- Stutter
- Waves
- Witness Protection

Only in Ultimate

- Bezier Warp
- Bilateral Blur
- Blood Splat
- Channel Time Shift
- Chromenator
- Grain Removal
- Light Streaks
- Radial Gradient
- Radio Waves
- Time Displacement
- TV Damage
- Vortex Displacement Warp