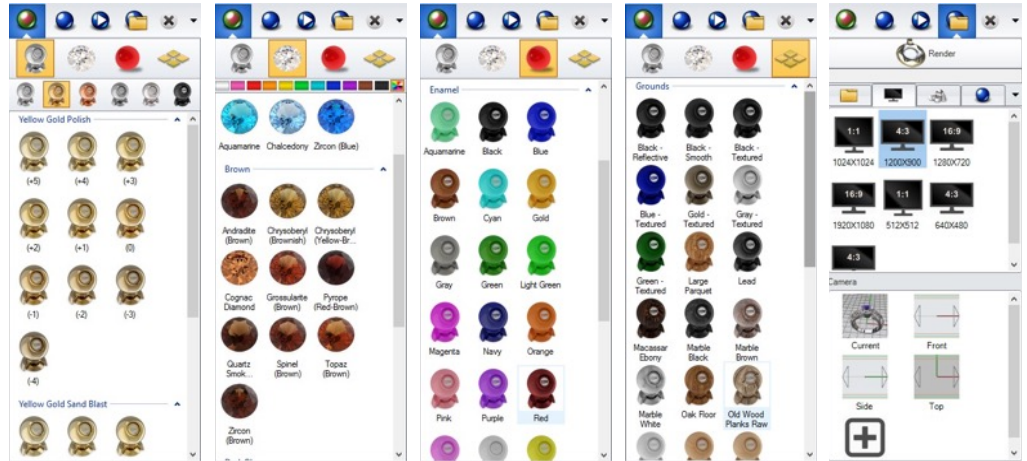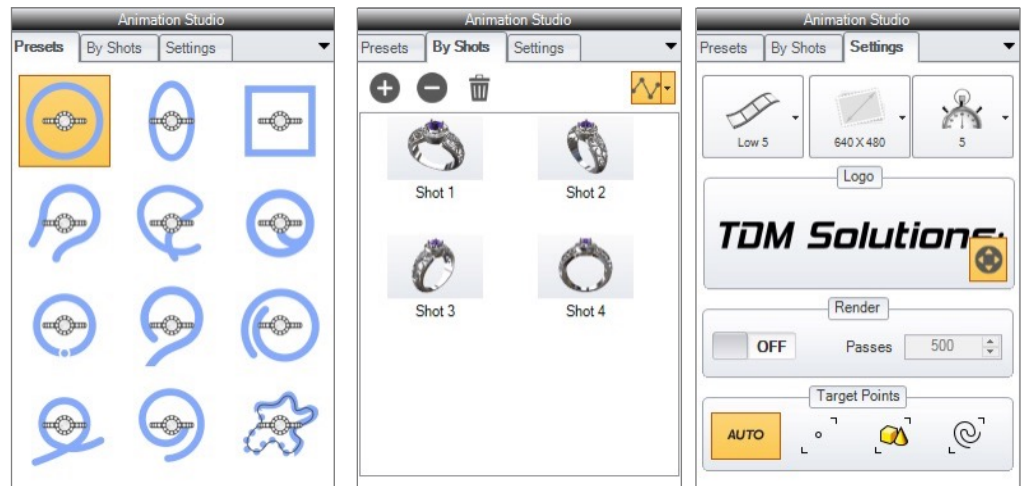# RhinoGold 5.7 | News
18th November 2015

RhinoGold Render Studio & Batch Rendering

New User Interface | New Materials | Materials organized by Metal | Metal Color Shaders Selector | Gems organized by Color | New Ground materials | New Environment Selector with 6 presets for Jewelry | Batch Rendering integrated in Render Studio

Animation Studio

New User Interface | More preset available | New functiontionality to create animation by Shots | Shot Manager | Camera Travelling Editable by Gumballs | Improved Default Parameters

Elements

More Elements Available | New and Featured Categories and Models | Elements Identified by Name | Login is not required every execution | Faster updating | Caching Images …

Stuller CAM Services
(Only available in United States of America and Canada)

Produce with less effort and the best result. Stuller CAD/CAM Services on RhinoGold. From Digital to Life in a blink of an eye.

Improvements and Bugs fixed in RhinoGold 5.7

- Prong Studio: Rotation in Real time
- Head Studio: Incremental modification of prongs
- Smart Flow by Surfaces: It accepts curves as a deformable objects
- Dynamic Profiles: Round cap option updates when the profile is changed
- Keyframe Animation: Reverse option was not working in some cases
- Gems by Curve: In edition mode, the gumballs doesn't work properly in some cases
- Dynamic Bend: Crash by memory problems with large data
- Dynamic Twist: Crash by memory problems with large data
- Dynamic Taper: Crash by memory problems with large data
- Texture 3D: Preview in real time doesn't work
- Bezel Studio: Doesn't add the cutters to the document
- Shank: Doesn't edit the shank in the current position when it was moved
- 4K Screens: Some commands are not displayed correctly in UHD or higher
- Flow by Surface: Rigid objects don't flow properly in some cases
- Shadow Band: Invalid geometry when changing side profiles
- Cluster: Edition is not possible in some cases
- Cutter Studio: Doesn't work properly changing values by gumball or profile
- Elements: Crash in computer not connected to internet
- Elements: Elements geometry improved
- Pull and Push: Doesn't work properly in some curved geometries
- Channel Studio: Doesn't add gems outside the channel geometry
- Channel Studio: Crash adding the geometry in some cases
- Dynamic Polar Array: Doesn't copy properly in some cases
- Pave Automatic: Start Pave from Borders option doesn't work properly
- Report: Crash with non-gem objects with gem material
- Render Studio - Batch Rendering: Forces to use Documents folder
- Dynamic Layout: Add icon in Rhino User Interface
- Offset Mesh and Insert Kink: Add icons in RhinoGold Interface
- Pendant by Curves: Add help button
- Localization: Improvements

TDM development department have analyzed and fixed about 600 individual crashes reports from McNeel Crash Report System