

# MATRIXGOLD®

## MatrixGold® Improves With Batch Render Feature

As we wrap up April and move “full steam ahead” to the Summer months, [MatrixGold®](#) users are enjoying several new improvements. Two new updates came out in March and it’s already helping jewelers better serve their customers.

We have improved the **batch render** feature. It is a tool that many customers are using when it’s time to render different versions of the same model. We added JPG, BMP, and PNG as outputs, and the option to render using the Alpha Materials option. This option is also used to render using style, files, layers and materials.

We know that presenting designs to the customer is important and we are always working on our render engine to better serve you. In the last update we added the **focal blur** feature to the render, which will allow you to produce renders that look as professional as possible.

We have also been working on the materials the option to set up a customer’s own **specific gravity** for the materials. This is very important when it’s time to be very precise with the

weight. So, from now on you can change the color and the specific gravity and save them in your materials area. From there, it can be picked up at any given time.

When it is time to get your designs ready to print, we know that **mesh repair** plays a fundamental part of the process. So, we have increased the effectivity of this tool. Now we the surface step-by-step, so you get the greatest chance of working with a valid mesh.

These are some (but not all) of the improvements that we have been working on. We have also improved the head, the prongs on surface, the gems between two curves.



Find a detailed description of all the improvements by clicking

here: <https://www.gemvision.com/matrixgold/releasenotes>

---

If you want more information about MatrixGold® and solutions for your custom jewelry needs, visit [Stuller.com/MatrixGold](https://Stuller.com/MatrixGold).