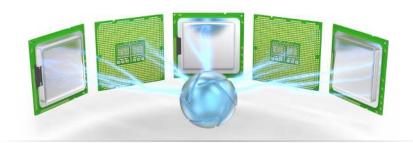
CPU Powered

Harnessing the raw power of the CPU, KeyShot doesn't require any special hardware or graphics card. The more cores and threads in your computer, the higher the performance and faster the render times.



Flexible

The ability to import many popular 3d file formats makes KeyShot the universal rendering tool for CAD models. Model hierarchy and part and assembly names are maintained making for a smooth transition

between applications. With the ability to update changes without having to reapply materials or lighting, KeyShot

saves time and spares frustration. In addition, KeyShot provides free plugins for many 3D CAD packages available.

Limitless

KeyShot can handle extremely large data sets, making it possible to work with billions of polygons even on a laptop. With enough system memory there are no restrictions to what you can render.



Technical Specifications

Architecture

 CPU-based render engine with full support for multi-core and hyperthreaded systems

Realtime ray tracing features

- Progressive global illumination
- Multi-core photon mapping
- Adaptive material samplingDynamic lighting core
- Pro: NURBS ray tracing

Scientifically accurate materials

- True physics-based materials with interactive adjustable properties including color, roughness, IOR, transmission and dispersion
- Axalta® (DuPont) paints
- Mold-Tech® plastics
- Pantone® and RAL® color libraries

Texturing and labels

- Dynamic texture mapping
- Image-based bump mapping with interactive height control
- Unlimited labels

Lighting

- Image-based HDRI lighting
- Brightness/contrast control
- HDRI rotation and height control
- Physical lights including support for IES lights
- **Pro**: Realtime HDRI editing
- **Pro**: Sun and Sky lighting

Animation (Add-on)

 Interactive setup, edit and playback of part and camera animations

KeyShot Cloud

 Access to KeyShot's Online library where users can download new resources, and share their own custom assets

KeyShotVR®

 Plugin-free HTML5 content creation for interactive viewing of high quality images in a web browser

Offline rendering features

- 4.1 megapixel output
- · Alpha channel output
- Adaptive material sampling
- Render output image editor
- **Pro:** Unlimited render resolution
- **Pro**: Turntable animation
- Pro: Region render
- Pro: Render queue
- **Pro**: Simultaneous offline and realtime rendering
- **Pro**: Render Layers

Supported 3D formats

- Alias*, AutoCAD, CATIA, Creo (Pro/ Engineer), Inventor, NX, Maya*, Parasolid, Rhinoceros, Sketchup, Solid Edge, SolidWorks, Collada, IGES, JT, OBJ, STEP, FBX Including part/camera animation, 3DS, STL, Allembic, 3DXML
- **Pro**: Output for 3D printing (STL, ZPR)

Plugins (PC only)

- Creo, Pro/ENGINEER, Rhinoceros, SolidWorks, SketchUp, 3DS MAX, GrabCAD
- Third Party: Solid Edge, Geomagic Design, SpaceClaim, IronCAD, SolidThinking, Delcam

What's included

• 500+ predefined materials, 50+ lighting environments, quick start guide, hotkey list, manual

System Requirements

- Windows 7, 8 32/64 bit
- Mac OS X 10.6 or later
- Intel or AMD processor
- 2GB of RAM or greater
- 500 MB hard drive or more

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Any graphics card



Amazing renderings of 3D data. In minutes.



PLACE RESELLER INFO HERE

Model credit: (Top)3Dmolier, (bottom) Courtesy of PTC

Model by Shaun Redsar

What is it?

KeyShot is the first 3D rendering and animation application that breaks down the complexity of creating amazing photographic images from 3D data.

Easy

You don't have to be a rendering expert to create stunning images of your 3D models. Import your data into KeyShot, drag and drop materials, adjust the lighting, and move the camera. KeyShot's simplified user interface makes rendering smooth and effortless.



Simple 7 button toolbar

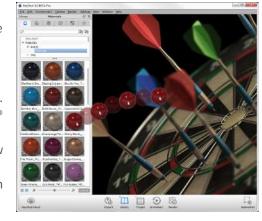
Fast

KeyShot's unique rendering technology makes it possible to see all changes instantly. Materials, lighting, and cameras update live in realtime, making it possible to visualize your results before ever pressing the render button.



Accurate

With scientifically precise materials and real-world lighting, KeyShot is the most accurate rendering solution for your 3D data. Partnerships with Axalta® (DuPont), Mold-Tech® Pantone[®], and RAL[®] allow you to simulate colors and materials direct from the source.



Who Uses It?

Photo-realistic rendering takes place in realtime. Any changes made to materials, lighting, or cameras are displayed immediately. This allows designers and engineers to spend more time being creative and less time wrestling with technical issues and render times.



Industrial Design





Engineering



Entertainment



KeyShot Cloud

Sign up for free access to KeyShot's large online library populated with resources created by KeyShot users for KeyShot users. Opening the Cloud within KeyShot enables easy drag-anddrop downloading into your local Library with quick search features to find the perfect resources for your scene in seconds.



With the ability to preview and playback live in realtime, KeyShot's node-based animation system makes setup fast and easy. Rather than relying on traditional keyframes, movements are applied individually to parts and cameras - minimizing complexity and maximizing flexibility.



KevShotVR®

KeyShotVR® brings the advantage of interactive 3D web viewing via desktop, laptop or mobile device to product portfolios and presentations. KeyShotVR® automatically generates an HTML5 code to be embedded into any website or company intranet, making it a turnkey solution for web content creation without the need of any additional plugins.



Model credits from top: I_Megaman_I, Abed Sabeh

From top left clockwise: Chrysler, SkullCandy, Ivan Karaic, Life Fitness, Marco Di Luca, Mai Chinh

Model Credit: (middle) courtesy SolidEdge, (bottom) Frap