

CPU-Based

KeyShot doesn't require any special hardware or graphics card. KeyShot takes full advantage of all cores and threads inside a computer. As your computer gets more powerful KeyShot becomes faster. The performance scales linearly with the number of cores and threads in your system.

Integration

Many popular CAD formats are supported, making KeyShot the universal rendering tool for CAD models. When importing 3D CAD data, model hierarchy is maintained along with part and assembly names. Changes made to your model can import back into KeyShot without having to reassign lighting or materials. In addition, KeyShot provides plugins for many 3D CAD packages available.





Large Data Sets

KeyShot can handle extremely large data sets. There are no restrictions on the size of the data set as long as the computer has enough memory available. KeyShot is highly optimized which makes it possible to work with models with tens of millions of polygons even on a laptop.

3D Rendering Support for...



















Tech specs

Architecture

 CPU-based render engine Parallel architecture with full support for multi-core and hyper-threaded systems

Realtime ray tracing features

- Progressive global illumination
- · Multi-core photon mapping
- · Adaptive material sampling
- · Dynamic lighting core

Scientifically accurate materials

- True physics-based materials with interactive adjustable properties including color, roughness, IOR, dispersion
- Dupont® paints
- Mold-Tech® plastics

Texturing and labels

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

Lighting

- Image-based HDRI lighting
- · Brightness/Contrast control
- HDRI rotation and height control
- Pro: Realtime HDRI editing
- Physical lights including support for IES lights

Animation (Add-on)

 Interactive setup, edit and playback of part and camera animations based on offset transforms

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
- 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, Inventor, NX, Maya*, Parasolid, Pro/ENGINEER, Rhinoceros, Sketchup, Solid Edge, SolidWorks, Collada, FBX, IGES, JT, OBJ, STEP

Plugins (PC only)

- Creo, Pro/ENGINEER, Rhinoceros, SketchUp, SolidWorks
- Live-linking

What's included

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

*must be installed

System requirements



- Mac OS X 10.6 or later
- Intel or AMD processor2GB of RAM or greater
 - 500 MB hard drive or more
 - Any graphics card

For more information, visit www.keyshot.com Luxion, Inc., 18201 Von Karman, Suite 970, Irvine, CA 92612 (P) +1 949-274-8871



KeyShot®

Amazing renderings of 3D data... in minutes.



What is it?

KeyShot is a standalone 3D rendering and animation application developed for designers, engineers, marketing and entertainment professionals, photographers, or anyone with a need to quickly and easily create photo-realistic images of 3D data in minutes!

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. Done. Everything happens right in front of your eyes, all in realtime.



Fast

Everything inside KeyShot happens in real time. KeyShot uses unique rendering technology which makes it possible to see all changes to materials, lighting, and cameras instantly. You don't need to hit the render button and wait hours or even minutes to get results.



Accurate

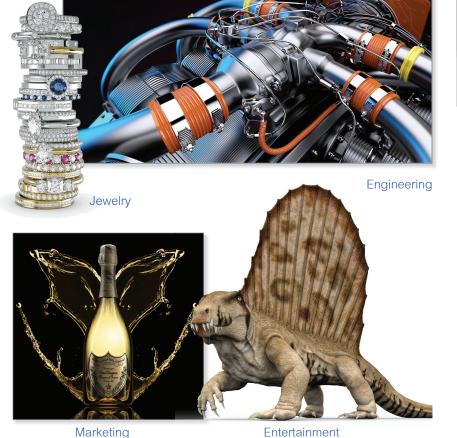
KeyShot is the most accurate rendering solution for your 3D data. KeyShot uses scientifically accurate materials and realworld lighting. KeyShot is the only application that is verified by the CIE (http://www.cie.co.at) for accurate lighting simulation.



Rendering

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





Animation

The animation system is a revolutionary design that does not rely on the traditional use of keyframes. Rather, individual movements are applied to parts and cameras which reduces the complexity of creating animations and increases the ability to make changes. All setup, edits and playback occur in a realtime raytraced environment.



KeyshotVR™

KeyShotVR™ is a patent-pending technology that brings the advantage of interactive 3D-enabled web viewing via desktop, laptop or mobile device to product portfolios, presentations and collateral for design reviews. KeyShotVR™ is an add-on that 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.

Image credit from top left clockwise: Andy Logan, Tim Feher, Rodrigo Soria, Raaden, Fracois Kalife