

KeyShot™

The key to amazing *shots*.

Data Sheet



Lino[®]
Leading Innovation

Autorisierter Vertriebspartner
Lino GmbH - Erthalstr. 1 - 55118 Mainz
www.lino.de - Tel. +49(6131) 9064480

KeyShot is the key to amazing shots ... in seconds.

Communicating early concepts. Trying to make design decisions. Creating marketing and sales images. No matter what you are trying to do, KeyShot breaks down the complexity barriers of creating photographic images from 3D models. Faster, easier, and more amazing than ever before. In realtime.

KeyShot is EASY

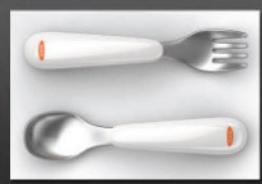
KeyShot doesn't require any expertise. KeyShot has 6 buttons rather than hundreds of parameters, options, sliders, and adjustments found in traditional rendering programs. It is the perfect tool for anyone who is or wants to get involved with 3D data: industrial designers, mechanical engineers, marketing professionals, photographers, CG experts – you name it. The only limit is your creativity.

KeyShot is FAST

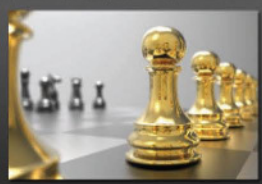
Rather than playing with many parameters and waiting for the result, KeyShot allows you see results at the same time you make changes. Using all of your computers processor power, KeyShot delivers stunning images of your 3D data. The more processors you have, the faster KeyShot gets! And no matter whether you are on a PC or Mac, you never need a special graphics card, nor any dedicated drivers. It just works.

KeyShot is AMAZING

KeyShot features the only rendering engine that is certified by the CIE (International Commission on Illumination). Using scientifically accurate materials and real world lighting, KeyShot delivers the most accurate images in a matter of seconds. And when you combine the 3D scene with a photograph, you can create even more amazing results that you may have never thought of before.



SMART-DESIGN



Brian Townsend



EMERSON



Egon Feldman

Tech Specs – KeyShot/KeyShot Pro

Realtime raytracing 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

Texture & bump mapping, labeling

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

Lighting

- Image based lighting using HDRIs
- Brightness/Contrast control
- HDRI rotation and height adjustment for increased lighting control

Camera controls

- Full interactive camera control including tumble, pan, dolly and twist
- Interactive focal length
- Realtime depth of field with F-Stop

Image composition

- Brightness and gamma control
- Solid color background
- Combination of 3D scene with 2D image

Offline rendering features

- Gaussian blur for image smoothing
- Alpha channel output
- 4.1 megapixel output resolution
- Pro: Unlimited output resolution
- Pro: Turntable animation
- Pro: Partial image rendering
- Pro: Batch rendering
- Pro: Simultaneous realtime and offline rendering

Architecture

- CPU not GPU based
- Parallel architecture with full support for multi-core and hyper-threaded systems

Image types – input

JPEG, TIFF including alpha channel (8 bit), PNG, TARGA, HDR, EXR

Image types – output

JPEG, TIFF including alpha channel (8 bit), EXR (32 bit)

Supported 3D formats*

SolidWorks (PC), Pro/ENGINEER, Rhinoceros, SketchUp, IGES, STEP, OBJ, FBX, Collada, 3DS, BIP

Plugins (PC only)*

Pro/ENGINEER, Rhinoceros, SolidWorks

System requirements

- Windows XP, Vista, 7 32/64 bit
- Mac OS X 10.6 or prior
- 1GB of RAM or greater
- 500 MB hard drive or more
- Any graphics card

What's included

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

* For the most up to date information visit: www.keyshot.com/keyshot