

KeyShot

Sehr intuitiv, einfach zu bedienen und unglaublich schnell. Das Rendering System für die Erstellung von fotorealistischen Bildern für die Produktdokumentation.



KeyShot ist ein 100% CPU-basiertes, unabhängiges 3D Rendering- und Animations System für 3D-Daten. Es wurde speziell entwickelt, um die Komplexität der Erzeugung fotorealistischer Bilder zu minimieren. KeyShot wird von Designern, Ingenieuren, Illustratoren und CG-Profis auf der ganzen Welt genutzt, um auf schnelle und einfache Art und Weise realistische Bilder und Animationen von 3D-Modellen zu erstellen. Bei der Erstellung von Produktkatalogen können mithilfe von KeyShot aufwendige, teure und manchmal auch wetterabhängige Fotoshootings auf ein Minimum reduziert werden.

Produktmerkmale und Vorteile

Schnell

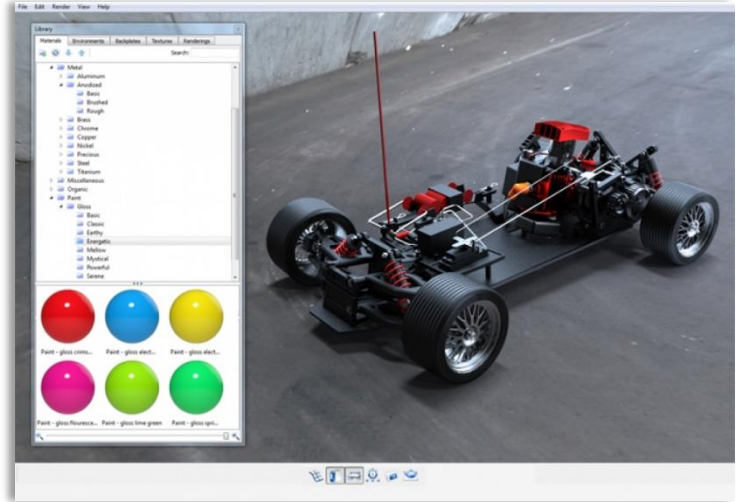
Herkömmliche Rendering Systeme erfordern die Einstellung und iterative Veränderung von vielen verschiedenen Parametern und lange anschließende Wartezeiten um zufriedenstellende Resultate zu erhalten.

KeyShot jedoch funktioniert grundlegend anders. Resultate sind zeitnah sichtbar während die jeweiligen Veränderungen vorgenommen werden. Atemberaubende Bilder der 3D Daten werden mit Hilfe der gesamten Computerprozessor Power geliefert. Umso mehr Prozessoren oder Prozessorkerne Sie zur Verfügung haben, umso schneller arbeitet KeyShot. Und unabhängig davon, ob Sie auf einem Windows PC oder Mac arbeiten, muss keine besondere Grafikkarte oder spezielle Treiber benutzt werden. Es funktioniert einfach.



Einfach

KeyShot erfordert keine speziellen Kenntnisse. In KeyShot benutzt man hauptsächlich sechs Tasten anstelle von Hunderte von Parametern, Optionen, Schiebereglern und Anpassungsoptionen welche normalerweise in anderen traditionellen Rendering Programmen zu konfigurieren sind. Es ist das perfekte Werkzeug für jeden welcher realistische Fotos mit Hilfe von 3D Daten für die Produktdokumentation erstellen möchte: Illustratoren, Industriedesigner, Marketing-Experten, Fotografen, CG Experten – wer auch immer. Vor allem wenn mit vielen verschiedenen kleineren CAD Daten gearbeitet werden muss, um fotorealistische Ansichten zu erstellen, ist KeyShot von großem Vorteil.



Erstaunlich realistische Resultate

KeyShot verfügt über die einzige Rendering Engine, welche von der CIE (International Commission on Illumination) zertifiziert ist. Mit Hilfe von wissenschaftlich präzisen Materialien und mit Realitätsgetreuer bzw. übereinstimmender Beleuchtung, liefert KeyShot genaueste Bilder in Sekundenschnelle. Und wenn Sie eine 3D-Szene mit einem Foto kombinieren, erzeugen sie Resultate, von denen Sie niemals gedacht hätten, dass diese so einfach zu erstellen sind.



System Anforderungen

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. To get started, this is all you will need:

General

- Minimum 2GB of RAM
- Minimum 1GB hard disk space
- 3 button mouse
- Monitor resolution of 1024 X 768 or greater
- Any graphics card
- Internet connection for product activation

PC

- INTEL Pentium 4 processor or AMD or better
- Windows XP, Service Pack 3
- or Windows Vista
- or Windows 7 32/64 bit
- or Windows 8 32/64 bit
- OpenGL 2.x or higher



Mac

- INTEL-based Mac, Core2Duo processor or higher
- Mac OS X 10.6 or later (including 10.8 Mountain Lion)
- 3 button mouse, incl. Magic Mouse plus MagicPrefs



Technische Spezifikationen

Realtime raytracing features

- Progressive global illumination
- Multi-core photon mapping
- Adaptive material sampling
- Dynamic lighting core
- Realtime subsurface scattering

Real world lighting and editing

- Image based lighting using high dynamic range images (HDRI)
- Brightness and contrast control
- Environment rotation and height adjustment
- PRO: Saturation and hue adjustment
- PRO: Tilt and blur
- PRO: Innovative pin system for adding lights with realtime feedback

Scientifically accurate materials

- True physics based materials
- Subsurface scattering
- Adjustable IOR
- Dispersion
- Interactive color adjustment with support for Pantone®, RAL®, CIE Lab
- Roughness/gloss control
- Multi-layer materials
- Light-emitting materials
- Support for DuPont® paints
- Mold-Tech material with accurate scaling

Interactive material assignments

- Drag and drop materials from library onto object
- Copy and paste materials from one part to another with automatic linking
- Material assignment to entire objects and layers through scene tree
- Autopaint entire models through material templates
- In-project material library for material management

Texture, bump map and labeling

- Dynamic texture mapping and control
- Image based bump mapping with interactive height control
- Normal mapping
- Support for opacity maps
- Specular mapping
- Interactive label placement
- Procedural texture mapping

Model Interaction

- Interactive scene tree
- Preserve structure from 3D modeling application
- Interactive single or multiple part movement
- Hide, Delete, show only parts
- Model and part duplication
- PRO: Model Sets

Physical Lights

- Light sources with power control and fall-off based on scene units
- Area light diffuse
- Point light diffuse
- Point light IES profile

Part & camera animation (optional)

- Animation offset transform system for models and cameras
- Setup, edit, and playback inside realtime raytraced environment
- Step by step guidance through animation wizard
- Copy and paste of animations onto other parts with optional linking
- Model/Part animation: turntable, translation, rotation
- Camera animation: orbit, zoom, inclination, translation

Network rendering (optional)

- Easy to install and manage Master/Slave system
- Add/remove slaves before, after and during the rendering
- Network render queue
- Automatic load balancing to optimize performance on mixed CPU system
- Start, stop, suspend and prioritize jobs
- Local slave management for core usage and scheduling
- Support for PC, Mac or mixed network

Architecture

- CPU based
- Parallel architecture with full support for multi-core and hyper-threaded systems
- Near linear performance scale with additional CPUs
- Utilization of GPU for rendering effects
- No special graphics card needed
- PRO: Stereo viewing
- Support for PC and Mac

Camera controls

- Full interactive camera control including tumble, pan, dolly and twist
- Numerical control using spherical or absolute coordinate
- Interactive focal length
- Realtime depth of field with F-stop
- PRO: Viewsets for saving lighting, camera angle, and backplate

KeyShotVR (optional)

- Interactive web-output directly from inside KeyShot
- Plugin-free interaction in any HTML5 supported browser
- 5 possible VR types: Turntable, Hemi-spherical, Spherical, Custom, Tumble
- Step by step setup through wizard with interactive feedback
- Dynamic image compression quality control
- Customizable settings for enhanced user experience
- Output to JPEG/PNG with automatic FTP deployment

Image input

- JPEG
- TIFF with alpha channel (8 bit)
- PNG
- TARGA
- HDR
- EXR
- HDZ (KeyShot proprietary HDRI format)

Licensing

- Node-locked license, tied to MAC-address of computer
- PRO (Optional): Floating licensing using FlexNet Publisher (FLEXlm) for Windows or Mac OS X, including support for license borrowing, and access through VPN

Image composition

- Realtime bloom effect
- Vignetting
- Solid color background
- Combination of 3D scene with 2D photograph
- Brightness and gamma control
- Ground shadow color adjustment

Offline rendering features

- Realtime render mode
- Gaussian blur for image smoothing
- Alpha channel output
- Render passes including layers
- PRO: Batch rendering (render queue)
- PRO: Simultaneous realtime and offline rendering
- PRO: Turntable animation rendering
- PRO: Region rendering
- Optional: Network rendering

2D/3D output

- 4.1M pixel output resolution
- PRO: Unlimited output resolution
- JPEG
- PNG
- TIFF with alpha channel (8 bit/32bit)
- EXR (32 bit)
- AVI, Quicktime, Flash (PC) for animations
- PRO: Output to OBJ

What's included

- 700+ predefined materials including texture and bump maps
- 50+ lighting environments
- Quick start guide
- Hotkey list
- Manual

3D file formats (PC/MAC)

- ALIAS 2014 and prior
- AutoCAD (DWG/DXF)
- CATIA v5
- PTC Creo 2.0 and prior
- Inventor 2013 and prior
- Maya 2014 and prior
- NX 8.5 and prior
- Pro/ENGINEER Wildfire 2 – 5
- Rhinoceros 5 and prior
- SketchUp 2013 and prior
- Solid Edge ST5 and prior
- SolidWorks 2013 and prior
- IGES
- JT
- STEP AP203/214
- OBJ
- Parasolid
- FBX including part/camera animation
- 3DS
- STL
- Collada

Plugins (PC Only)

- PTC Creo & Creo Elements/Pro with Live Linking
- Pro/ENGINEER Wildfire 4 – 5 with Live Linking
- SolidWorks 2011 – 2013 with Live Linking
- Rhinoceros 5 and prior with Live Linking
- SketchUp 7, 8 & 2013
- 3DS Max 2011 – 2013

Language support

- Chinese
- Czech
- English
- French
- German
- Italian
- Japanese
- Korean
- Polish
- Spanish