

LUXION

KeyShot™

The key to amazing *shots*.



KeyShot creates images. Simple, beautiful, and fast.

KeyShot is the first interactive raytracing and global illumination program of its kind that behaves more like a digital camera than a rendering application. It works on Windows and on Mac OS X.

KeyShot works with any 3D digital data. Using scientifically accurate materials, real world lighting and all of your computers processor power to deliver stunning images of your data - instantly!

KeyShot doesn't require any expertise. Nor any special hardware. Creating a photographic images takes all of 6 steps. You always see what you are getting. No delay, no waiting.



Step 1: Import Your 3D Model

Export a BIP file from Alibre Design and import it into KeyShot.

Step 2: Paint Your Model

Drag-and-drop any of the predefined materials. Metals, paints, plastics, glasses, and many others right out of the box.



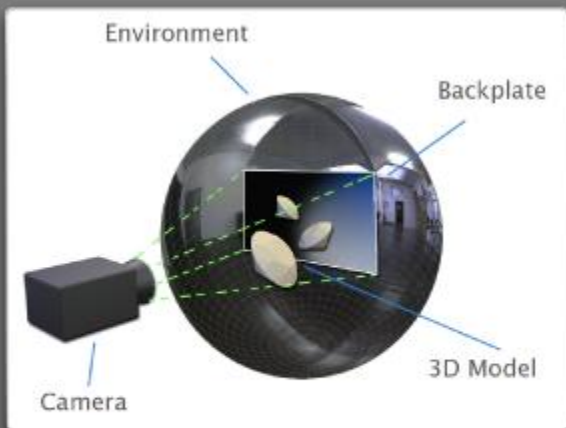


Step 3: Choose Your Lighting

Simply select an environment image (HDRI). No need to manually create lights. HDRI lighting provides the most realistic lighting possible and takes the least amount of work. It's as simple as opening a file.

Step 4: Select a background image

Throw a picture behind your model. Put your model in a real world setting or go abstract for a more creative look.



Step 5: Adjust your camera

Simple mouse commands get your view of the model just right. You can rotate, pan, zoom, or change any other camera properties at any time.

Step 6: Enjoy the perfect picture

It is all happening in real-time - in front of your eyes.
You are done!



"[It was my] **first Alibre Design project and rendering** ... my client was very impressed and **thought it was a picture of the real thing.**"

- Dave, PT Axon Instruments

"My first render... all the parts drawn in Alibre Design...I was surprised at **how easy it is to use...**"

- Matt, ConveyTrex, LLC

"As a matter of fact Alibre Design with [KeyShot] has **impressed many of our customers so much** that we now print out renders along with prints to **assist the salesman in getting the jobs.**"

- Nathan, Merrill Equipment Company



KeyShot for Alibre Edition Basic

Comes free with Alibre Design
Professional and Expert

KeyShot for Alibre Edition

Separate purchase: \$199

The primary differences between the two products are the available output resolutions, the ability to do an explicit render (and change settings associated with it), and the ability to render with alpha channel.

Realtime Rendering: When using KeyShot, your scene is constantly being rendered. If you let it alone for a few seconds, you will see the image become crisper and crisper. Eventually it will become perfect. In KeyShot for Alibre Edition Basic, your workflow will be to use the realtime rendering to create your final image.

Explicit Rendering: Aside from the realtime rendering, you can also press a Render button. This launches a new rendering window which will render your image. The explicit rendering allows you to specify more settings, render to higher resolutions, and render with alpha channel. This is available only in KeyShot for Alibre Edition.

Alpha Channel: Rendering with an alpha channel means you render the model only, but not the background. This is a necessity for using your rendered images in multiple different places. A full description of alpha channel rendering is given later in the document. This is only available in KeyShot for Alibre Edition.

	KeyShot for Alibre Edition Basic	KeyShot for Alibre Edition
Max Real-time Resolution	1024x768 pixels	1920x1080 pixels
Max Non Real-time Resolution	N/A	2500x1600 pixels
Render with alpha channel	No	Yes
Extra Control over Render settings	No	Yes



Feature Descriptions

Real-time Resolution

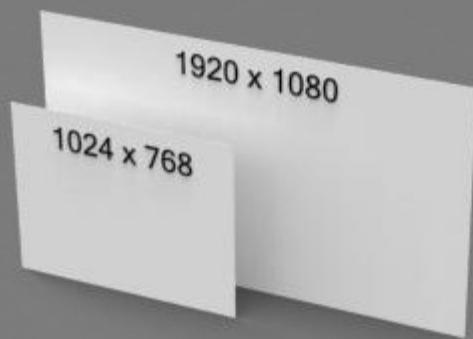
The maximum resolution you work with while setting up your model, applying textures, and changing lighting. Having a larger real-time resolution is like having a larger monitor - you get more space to see what's going on. In KeyShot for Alibre Edition Basic, this is also the way you will generate images.

KeyShot for Alibre Edition Basic

1024x768 pixels

KeyShot for Alibre Edition

1920x1080 pixels



Non Real-time Rendering (Explicit Rendering)

The maximum resolution you can use to create a normal render. For many applications the real-time render is perfectly fine. However, for users wishing to have high resolution renders, to include alpha channels, or to increase the quality settings (see next page), the explicit render will be what you use as a final output.

KeyShot for Alibre Edition Basic

Not Applicable

KeyShot for Alibre Edition

2500x1600 pixels



Extra settings for Explicit Rendering

In KeyShot for Alibre Edition, you have access to explicit rendering. This gives you more control over the following settings:

Samples

Controls the amount of samples per pixel. Scenes with a large amount of self reflection and refraction may benefit from higher sample settings. Higher sample settings should also be used in combination with higher **anti-alias** settings (see below).

Ray Bounces

This parameter controls how often objects reflect within each other.

Anti-Aliasing Level

Increasing the anti-alias level will provide less jagged edges on objects that have a highly reflective materials on edges displayed at a near horizontal orientation. When increasing the parameter, please also insure to increase **Samples** accordingly.

Shadow Quality

This parameter controls the quality of all shadows in the scene.

Global Illumination Quality

Increase this parameter to obtain more detailed lighting in areas with small detail.

Pixel Filter Size

This function adds a blur to the image to make it softer. Parameters between 1.5 and 1.8 are recommended. When rendering jewelry you may find it necessary to lower this value to anywhere between 1 and 1.2.

Image contains **no alpha** channel - using one output image for different documents is not possible.

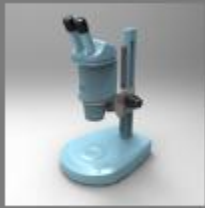


Image contains an **alpha** channel - it can be easily used on different documents.



Rendering with alpha channel

Using the non real-time render mode, you can render out your model with an alpha channel. This allows you to easily use the image on a variety of different things without having to render several images. Rendering with the alpha channel basically means your output render does not have a background, so you don't have to worry about the background matching anything later on. Post processing also becomes much more efficient when using downstream 2D graphics applications.

KeyShot for Alibre Edition Basic

No

KeyShot for Alibre Edition

Yes

FAQ

What file formats does KeyShot for CAD Import?

Keyshot for Alibre Editions import BIP files. BIP files are exported from Alibre Design.

Is KeyShot 64-bit?

A 64-bit version is available and is recommended for those that plan on working with very large models.

Can KeyShot use multiple processors?

Absolutely. In fact, KeyShot is designed to utilize every drop of processing power your computer has to get the best performance. Multi-core processors are recommended but not required.

What are the recommended system requirements?

KeyShot runs on almost any PC or Mac without any specific graphics card requirements:

Windows specific requirements:

- Windows 7, Vista and XP (32 and 64 bit)
- AMD or Pentium 4 processor or better

Macintosh specific requirements:

- Intel-based Mac
- Mac® OS X 10.5 or later

General system requirements for KeyShot:

- Minimum 1GB of RAM
- Minimum 500MB of hard disk space
- 3 button mouse
- Monitor resolution of 1024 x 768 or greater
- Any graphics card (nothing special required)
- Internet connection required for product activation

