

LUXION

KeyShot™

The key to amazing *shots*.

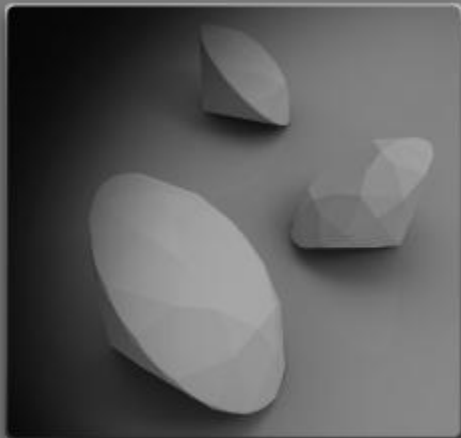


KeyShot creates images. Simple, beautiful, and fast.

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 STEP file from Alibre Design and import it into KeyShot. KeyShot also opens several native CAD formats and neutral formats.

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.



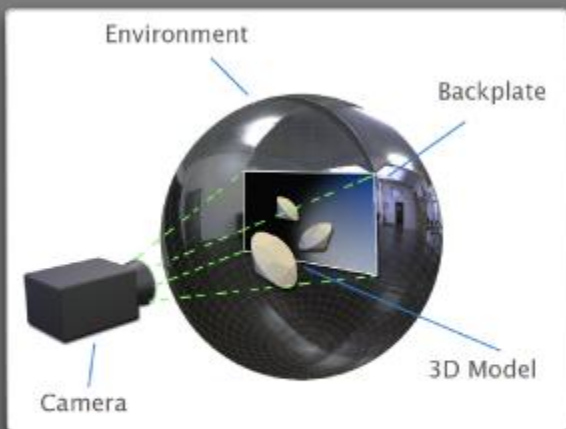


Step 3: Choose Your Lighting

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 CAD

Comes free with Alibre Design
Professional and **Expert**

KeyShot

Separate purchase: **\$995**
Upgrade from KeyShot for CAD: **\$795**

KeyShot Pro

Separate purchase: **\$1995**
Upgrade from KeyShot: **\$1095**

The primary differences between the levels of KeyShot are **the real-time resolution, the standard render mode resolution, turntable rendering** (automatically rendering multiple views of the model to achieve a spinning effect), and advanced rendering requirements such as batch processing, rendering in separate processes, and rendering only a region of the design.

	KeyShot for CAD	KeyShot	KeyShot Pro
Max Real-time Resolution	800x450 pixels (.36 Megapixels)	1920x1080 pixels (2.1 Megapixels)	Unlimited Resolution
Max Non Real-time Resolution	800x450 pixels (.36 Megapixels)	2500x1600 pixels (4.1 Megapixels)	Unlimited Resolution
Render with alpha channel	Yes	Yes	Yes
Render Queue			Yes
Turntable Animation			Yes
Rendering in a separate process			Yes
Region Rendering			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.

KeyShot for CAD

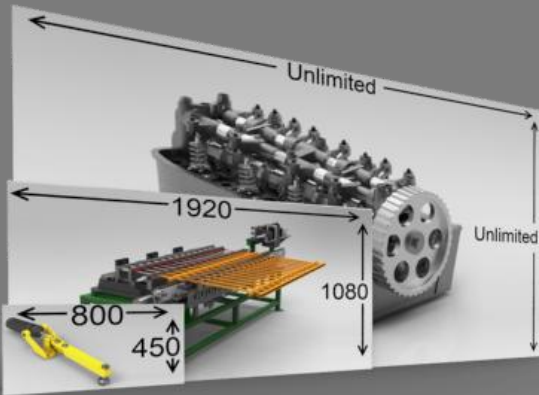
800x450 pixels (.36 megapixels)

KeyShot

1920x1080 pixels (2.1 megapixels)

KeyShot Pro

Unlimited Resolution



Non Real-time Resolution

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 very high resolution renders, to include alpha channels, or to use the turntable feature, the non real-time render will be what you use as a final output.

KeyShot for CAD

800x450 pixels (.36 megapixels)

KeyShot

2500x1600 pixels (4.1 megapixels)

KeyShot Pro

Unlimited Resolution

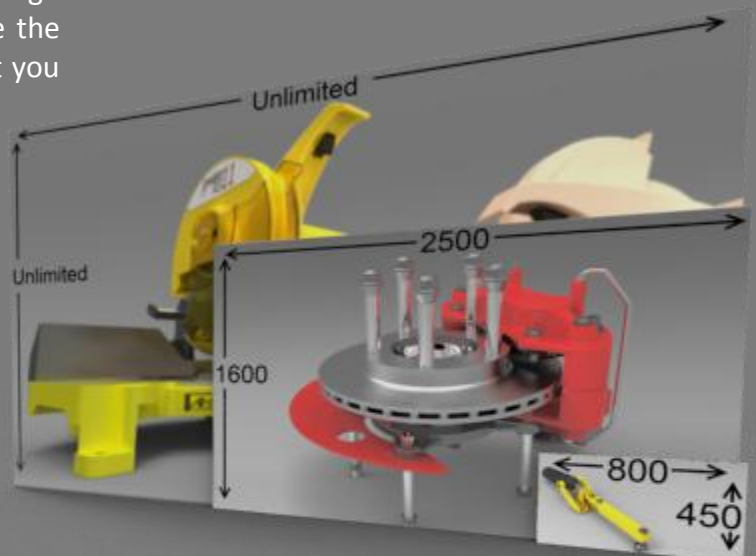


Image contains **no alpha** channel - using one output image for different documents is not possible.



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 CAD

Yes

KeyShot

Yes

KeyShot Pro

Yes

Render Queue

The Render Queue feature allows you to queue multiple renders up and then render them in a row automatically. For example, if you had 20 renders that would each take 4 minutes, you don't want to have to press Render every 4 minutes. You can queue them all up, use Render Queue, and walk away.

KeyShot for CAD

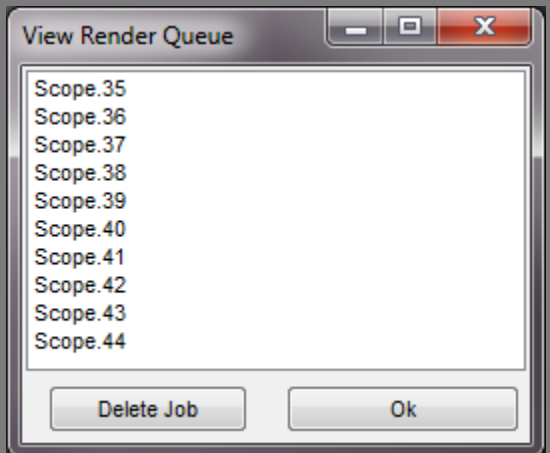
No

KeyShot

No

KeyShot Pro

Yes



Turntable Animation

Turntable Animation allows you to automatically render multiple images that can later be put together to achieve a spinning effect, much like your model being on a turntable. For example, you could specify to render a full circle around your model at 5 degree increments. Later on, you can combine them in other software to create movies or other interactive media.

KeyShot for

CAD

No

KeyShot

No

KeyShot Pro

Yes



Region Rendering

Region rendering lets you select a portion of the real-time preview to render out. One use of this could be to create multiple images that all maintain the same perspective without zooming in and out to different areas of the model over and over.

KeyShot for CAD

No

KeyShot

No

KeyShot Pro

Yes

Rendering in a Separate Process

Normally when you are rendering in non real-time mode, the real-time preview is disabled. Rendering in a separate process allows you to continue to work in real-time while the non real-time renderer outputs your image(s). This sacrifices some of the speed during non real-time rendering for the benefit of being able to continue working in real-time.

KeyShot for CAD

No

KeyShot

No

KeyShot Pro

Yes

FAQ

What file formats does KeyShot Import?

Keyshot can import any of the following formats:

- SolidWorks 2010 and prior (.sldprt,.sldasm)
- Rhino 4.0 and prior (.3dm)
- SketchUp 7 and prior (.skp)
- 3DStudio Max (.3ds)
- IGES
- Alibre STEP
- STEP AP203/214
- OBJ
- FBX

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

