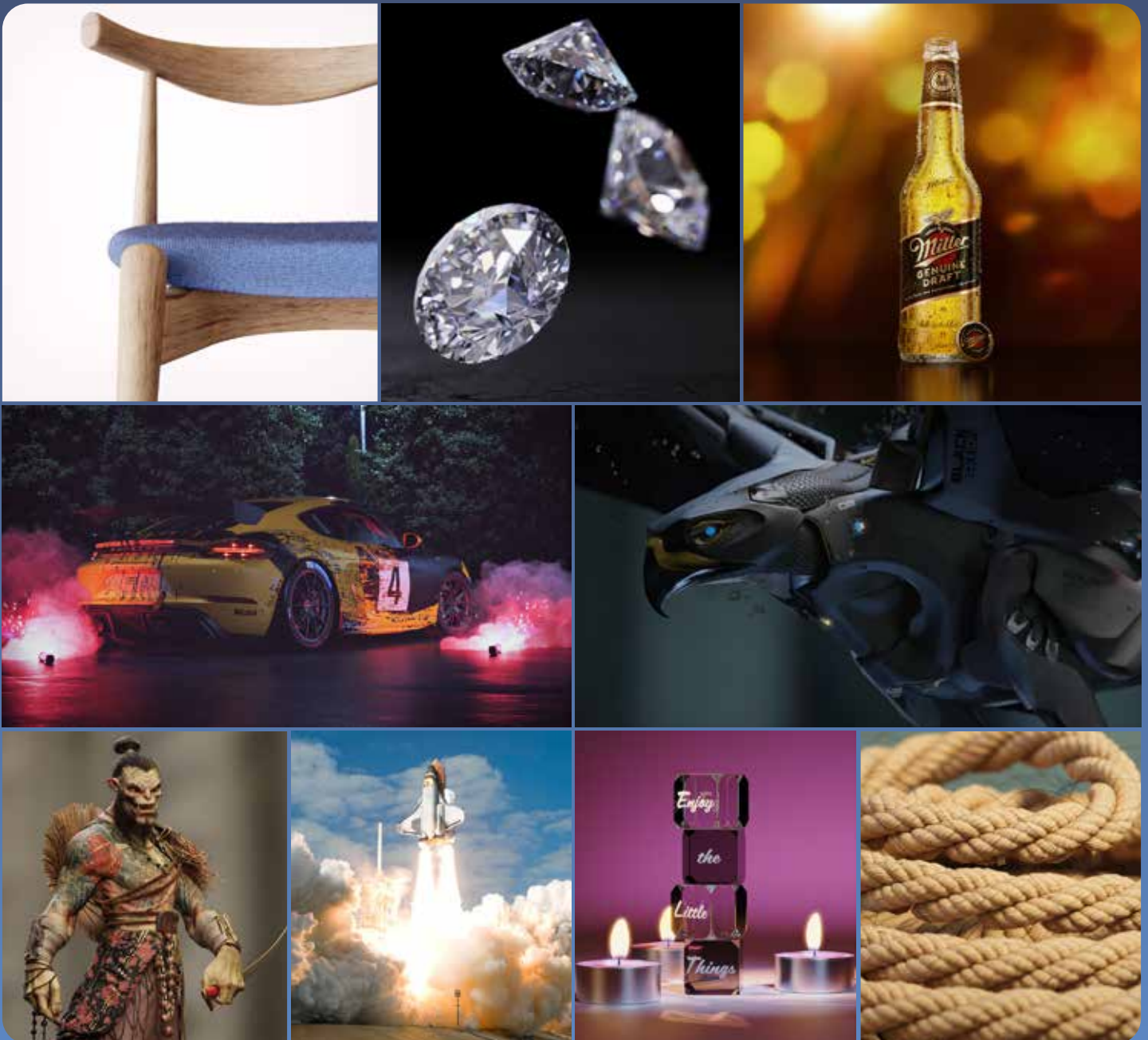


# KeyShot® 10

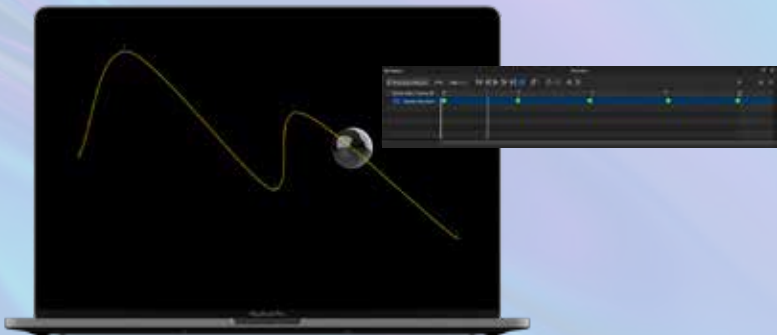
Welcome to the **Next Decade** of Rendering



## TOP NEW FEATURES

### Next-level Animation

KeyShot 10 brings you more motion for every idea with increased control to create more advanced visuals and industry-leading ease of use to keep you moving.



### Keyframe Animation

The new Keyframe animation brings a new level of control over your animation timeline with the ability to add and adjust keyframes exactly where you need them or record sequences of keyframes to create complex visuals fast.



### Sun & Sky Day Arc Animation

KeyShot 10 Sun & Sky Day Arc Animation puts the daylight in your hands. With the ability to adjust date, start, and end time directly or apply keyframes for finer control, animating daylight for your scene has never been easier.



### Environment Rotation Animation

Animate environment rotation and adjust how fast it revolves. Whether it's one of KeyShot's many environments or your own custom HDRI, add a new Environment Rotation Animation to control how the environment light moves across your product.



### Twist Camera Animation

Your product animation needs a little drama every once in a while. KeyShot 10 adds the ability to animate the Twist parameter of your camera for as subtle or dramatic of an effect as you like with control over angle and time.



### Light Manager & Gizmos

The new Light Manager allows control of all scene lighting from one location while new Light Gizmos allow faster adjustment of Spotlight, IES Light, or Point Light in the Real-time View or Geometry View.



### Smart Export with USDz & 3MF

You now have more ways to experience your visuals with the new Smart Export that utilizes KeyShot's UV Unwrapping and Baking capabilities to prepare assets for AR, Web, and full-color 3D print workflows.



### RealCloth 2.0

RealCloth introduced a level of realism not yet seen. RealCloth 2.0 takes it to the next level. The improvements include 3D Ply for yarn-like geometry and increased fiber-level detail for the most realistic representation of individual threading ever.



### Firefly Filter

Image Styles in KeyShot 10 hold a special treat for those who push lighting in their scene. Denoise now includes a Firefly Filter slider to quickly remove and smooth away specks of unwanted light from your scene.



## OTHER NEW FEATURES

- Improved Denoise
- Network Rendering Speed Improvement
- Improved Caustics
- Improved Toon Material
- New "Solo" Mode
- Flip Normals
- Improved Move Tool
- FBX Import
- Locked Camera Mapping
- Name Template Updates
- Sub-Material Save
- Save Scene Performance Mode



# KeyShot Features

|  | KeyShot HD | KeyShot Pro | KeyShot Pro Floating | KeyShot Enterprise |
|--|------------|-------------|----------------------|--------------------|
|  | \$995      | \$1995      | \$2995               | \$3995             |
| Import 30+ 3D File Formats   |            |             |                      |                    |
| Free CAD Plugins / Live Linking  |            |             |                      |                    |
| CPU & GPU based Real-time Ray Tracing (Product and Interior Mode)            |            |             |                      |                    |
| Progressive Global Illumination  |            |             |                      |                    |
| Scientifically Accurate Materials (800+Material Presets)                     |            |             |                      |                    |
| Cloud Library for Online Resource Sharing                                    |            |             |                      |                    |
| Measured Materials / Colors (Axalta / Mold-Tech / Pantone / X-Rite and more) |            |             |                      |                    |
| Cutaway / Scattering Medium / Volume Maps (.vdb support)                     |            |             |                      |                    |
| Material Templates & Material Import (Substance Painter, u3m)                |            |             |                      |                    |
| Textureable, Unit-Aware Material Properties                                  |            |             |                      |                    |
| Color / Specular / Bump / Opacity Textures                                   |            |             |                      |                    |
| Image Textures / Procedural Textures   |            |             |                      |                    |
| Interactive Label Mapping / Label Materials                                  |            |             |                      |                    |
| HDRI Lighting & Physical Lighting (Area, Point, Spotlight, IES)              |            |             |                      |                    |
| Backplate Images with Perspective Matching/ Frontplate Images                |            |             |                      |                    |
| Image Styles / Tone-Mapping / Denoise and Firefly Removal                    |            |             |                      |                    |
| Interactive Camera Control (Depth of Field, Walkthrough, Shift Lens)         |            |             |                      |                    |
| Render Output Image Editor   |            |             |                      |                    |
| Customizable User Interface / Hotkeys  |            |             |                      |                    |
| Save Reminders / Backup Revisions  |            |             |                      |                    |
| Smart Export with Baking (USDz, GLB, glTF, 3MF)                              |            |             |                      |                    |
| Material Graph / Multi-Material / RealCloth™ Edit Weave Pattern              |            |             |                      |                    |
| Geometry Shaders (Displace, Flakes, Bubbles, Fuzz)                           |            |             |                      |                    |
| Panoramic Camera (Cube Map, Spherical)                                       |            |             |                      |                    |
| Model Sets / Studios   |            |             |                      |                    |
| Configurator / Material Ways   |            |             |                      |                    |
| Interactive HDRI Editor / Sun & Sky  |            |             |                      |                    |
| Geometry View / Geometry Tools (UV Unwrap, Flip Normals, Re-Tessellate)      |            |             |                      |                    |
| NURBS Ray Tracing  |            |             |                      |                    |
| Region Rendering / Render Queue  |            |             |                      |                    |
| Render Passes and Render Layers  |            |             |                      |                    |
| Python Scripting   |            |             |                      |                    |
| Animation (Camera, Material, Studio, Keyframe, Environment)                  |            |             |                      |                    |
| Camera / Studio Switch Events  |            |             |                      |                    |
| Video Map Texture  |            |             |                      |                    |
| Movie Output (Quicktime, AVI, FLV)   |            |             |                      |                    |
| Export to ZPR / STL / OBJ / FBX  |            |             |                      |                    |
| Real-Time Stereo Rendering / Viewing   |            |             |                      |                    |
| FlexNet Floating License with Borrowing                                      |            |             |                      |                    |
| Web Configurator / Interactive HTML KeyShot XR output*                       | +          | +           | +                    |                    |
| 32 Cores Network Rendering*  | +          | +           | +                    |                    |
| Siemens NX plugin  |            |             |                      |                    |

\*available as an add-on