# KeyShot®11

Next Level Visualization

proto3000
ISO 9001:2015

# KeyShot® 11

KeyShot 11 is the core of creating eye-catching experiences, taking your visualization capabilities to the next level, introducing new ways to explore details, expanding how you present your ideas, and bringing balance to the art of creating 3D visuals.

### KeyShot Web Viewer

## Share your scenes with anyone or everyone.

KeyShot 11 delivers easy sharing of 3D scenes with the new KeyShot Web Viewer. Upload scenes to KeyShot Cloud and share interactive scenes to others across browser, desktop, and mobile device with a single link. KeyShot Web Viewer is highly optimized to provide the most realistic visuals available and smoothest interaction possible for viewing 3D in the web browser and on mobile devices.

### Workflow Animation

## Automation for each and every variation.

Workflow Automation is an advanced new feature, that allows you to automate various KeyShot workflows via the KeyShot Scripting Console (with a user interface) or through Headless Scripting Mode (without a user interface). Applications include automating render output, speeding up the generation of product variations, and more.

### 3D Paint

## Explore detail with the stroke of a brush

3D Paint allows you to further customize your product's material and finish by painting or stamping directly on the surface of your model. Add wear marks, create unique surface weathering, or layer effects to create more realistic surface patinas to any surface within your scene.

### Material Management & CMF Output

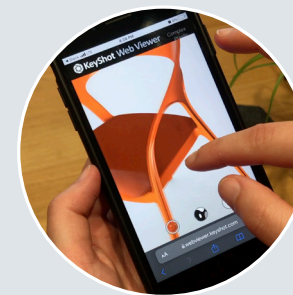## Colors, materials, and finish. To go, please.

KeyShot 11 adds both Material Management and Color, Material, and Finish (CMF) Output. This robust feature set eliminates the manual process of aligning rendered output to its corresponding materials, allowing you to define custom schema, utilize Material Library metadata, and easily generate ready-made "tech packs" for design review.

### Physics Simulation

## Shake, rattle, and roll.

Physics Simulation allows you to record the physics of an object and apply it as a keyframe animation. This tool introduces fully simulated animations along with more accuracy in scattering objects. Simulations may be applied to individual or multiple Model Sets, objects, or groups of objects and simulated as parts or an entire group. Control Gravity, Friction, and Bounciness and more.

## Other New Features

**Environment Light Animation**    **Deformable Animation Import**    **glTF/USDz Enhancements**

**Updated Importers**    **Skin Tones**    **GPU Cutaway Material**

# KeyShot Pro

## Import

- Import 30+ 3D File Formats
- Free CAD Plugins / Live Linking
- Material Import (Substance Painter, u3m)
- Siements NX Plugin*
- Multi-Layer Optics / Measured Materials (AxF, XML)

## Author

- 800+ Material Presets
- Material Graph
- Geometry shaders (Displace, Flakes, Bubbles, Fuzz)
- Cloud Library for Online Resource Sharing
- RealCloth™ Edit Weave Pattern
- Scattering Medium / Volume Maps (.vdb support)
- Cutaway
- Backplate / Frontplate Images
- Rounded Edges
- Axalta Paints / Mold-Tech Textured Plastics

## Animate

- Camera / Part/ Material /Path Animation
- Keyframe Animation
- Video Map Texture
- Movie Output (Quicktime, AVI, FLV)
- Deformation Animation Support
- Interactive Camera Controls
- Camera Walkthrough Mode
- Camera / Studio Switch Events

## Manage

- Multi-Material
- Model Sets
- Configurator / Material Ways
- Geometry Tools (UV Unwrap, Flip Normals, Re-Tessellate)
- Interactive HDRI Editor / Sun & Sky
- Render Passes and Render Layers
- Render Queue
- Studios
- Interactive Label Mapping / Label Materials
- Interactive Scene Tree

## Visualize

- CPU & GPU Based Real-Time Ray Tracing
- Image-Based Lighting (HDRI)
- Scientifically Accurate Materials
- Unlimited Real-Time / Output Resolution
- Physical Lighting (Area, Point, Spotlight, IES)
- Denoise and Firefly Removal
- Color / Specular / Bump / Opacity Textures
- Progressive Global Illumination
- 50+ HDRI Environmental Presets
- Image Textures / Procedural
- Pantone / RAL / CIE Lab Colors
- Image Styles / Tone-Mapping
- Texturable, Unit-Aware Material Properties
- NURBS Ray Tracing
- Camera Depth of Field
- Panoramic Camera (Cube Map, Spherical)
- Real-Time Stereo Rendering / Viewing
- Camera Shift Lens
- Product Mode / Interior Mode Rendering Methods

## Export

- Smart Export with Baking (USDz, GLB, glTF, 3MF)
- Export to ZPR / STL / OBJ / FBX
- Web Configurator / Interactive, HTML KeyShotXR Output*
- Python Scripting
- 32 Cores Network Rendering *
- Screenshot
- Render Output Image Editor
- Region Rendering (Real-Time / Offline)

*available as an add-on

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