



KeyShot 3 Presents...

KeyShot 3 includes the largest amount of customer enhancements and feature requests introducing an all new animation system, over 300 new materials and 20 new lighting environments. This release of KeyShot focuses on four main areas:

- Ground-breaking animation system bringing a new level of 3D visualization to the product design workflow.
- Enhancing user experience with a completely updated user interface and smoother workflow options.
- New tools extending the capabilities of KeyShot to be used throughout the entire product development process.
- Increasing the options available to users for importing and interacting with the most file formats on PC and Mac.

The top enhancements for KeyShot 3 incorporate new capabilities across every area of the KeyShot experience, from the the user interface and animation system to improved model and material interaction.

All new animation system (optional KeyShot 3 add-on)

Rather than relying on keyframes, we have developed a new, patent-pending animation system that simplifies the creation and editing of animations for 3D data.

- Setup, edit, and playback inside realtime raytraced environment
- Full interaction with camera, lighting and materials during animation playback
- Individual object and camera transforms
- Copy and paste of animation transforms from one object to another
- Animation wizard: Step by step guide for first time users
- Helper objects: Select any part or assembly as rotation center
- Interactive adjustment of camera transforms in timeline
- Camera animation types: Orbit, Incline, Zoom, Translate
- Part and object animation types: Turntable, Rotation, Translation
- Fast preview output: AVI, MPEG
- High quality render output: AVI, MPEG, Flash, individual frames including Alpha channel

All new material library

- Folder structure
- Large interactive preview of materials
- Ease drag and drop operations for reorganizing content
- Import and export of materials simplified

Importers

For KeyShot 3, we have significantly expanded our import pipeline to include even more native file formats. All formats are now supported on PC and Mac. This makes KeyShot the first application to support file formats of leading CAD applications on both PC and Mac. New importers are:

- NX 8: Support for NX 8 and prior with the ability to control tessellation
- Parasolid: Support for native Parasolid files including tessellation quality
- SolidWorks 2012: Support for SolidWorks 2012 and prior 32/64bit. The tessellation can now controlled upon import
- Autodesk Inventor 2012: Support for Autodesk Inventor 2012 and prior
- SolidEdge: Support for SolidEdge ST4 and prior with the ability to control the tessellation upon import
- FBX: The FBX importer now supports part animation that can be imported and played back

Texture mapping

Texture mapping has been greatly enhanced in KeyShot 3 to not only provide more flexibility, but to also make applying textures more interactive.

- Specular Maps
- Opacity maps
- Color blending for texture and specular maps
- Interactive mapping tool
- Drag and drop textures with interactive feedback

New materials

- 400 new materials: new materials categorized by type, finish and color
- 1,000+ materials available for download
- All KeyShot 2 materials will work in KeyShot 3

UI Improvements

- BIP file preview
- Main tool bar cleanup
- Dockable toolbar
- Redesigned content library
- In-project material library
- Dialogue clean-up
- Editable cameras
- Overwrite protection of content with visual feedback
- Gamma adjustment of startup environment to provide images with less contrast: All materials, textures, and environments that are being shipped with KeyShot 3 reflect this change. Existing scenes are not affected by this. When importing new textures, KeyShot will automatically make the necessary adjustments to ensure that the textures look correct under the new default Gamma setting

All new material editing interaction

- In-project material library: Shows all currently used materials
- Interactive preview of material in editor
- Clean up of parameters: Advanced parameters are always available but hidden
- Consolidation of parameters: Improved and simplified useability
- Texture mapping and editing: Clean up texture mapping dialog to support more texture types

Interaction with objects in scene

Interacting with objects inside the scene has been greatly improved.

- Move individual parts: You can now move parts or entire subassemblies individually without having to import them separately into KeyShot
- Move parts in local or global space: Parts can now be moved in global space or in their own local space base on their location in the assembly. With a simple toggle you can switch between the 2 coordinate systems
- SolidWorks 2012: Support for SolidWorks 2012 and prior 32/64bit. The tessellation can now controlled upon import
- Move multiple parts at once: You have the ability to select multiple parts in the realtime window (CTRL + click / CMD + click) or scene tree and move them all at once
- Rename parts / layers / assemblies: All object in the scene tree can now be renamed

Environment lighting

- 20 lighting environments, tuned for best lighting results for any type of product
- New office lighting environment including matching backplates and matched camera scene.