

# KeyShot 10 Versionen

	KeyShot HD	KeyShot Pro	KeyShot Pro Floating	KeyShot Enterprise
Import 30+ 3D File Formats	•	•	•	•
Free CAD Plugins / Live Linking	•	•	•	•
CPU-Based Real-time Ray Tracing	•	•	•	•
GPU-Based Real-time Ray Tracing	•	•	•	•
Progressive Global Illumination	•	•	•	•
Scientifically Accurate Materials	•	•	•	•
800+ Material Presets	•	•	•	•
Cloud Library for Online Resource Sharing	•	•	•	•
Axalta Paints / Mold-Tech Textured Plastics	•	•	•	•
Scattering Medium / Volume Maps (.vdb support)	•	•	•	•
Cutaway	•	•	•	•
Multi-Layer Optics / Measured Materials (AxF, XML)	•	•	•	•
Material Import (Substance Painter, u3m)	•	•	•	•
Material Templates	•	•	•	•
Textureable, Unit-Aware Material Properties	•	•	•	•
Color / Specular / Bump / Opacity Textures	•	•	•	•
Image Textures / Procedural Textures	•	•	•	•
Interactive Label Mapping / Label Materials	•	•	•	•
Pantone / RAL / CIE Lab Colors	•	•	•	•
Image-Based Lighting (HDRI)	•	•	•	•
50+ HDRI Environment Presets	•	•	•	•
Physical Lighting (Area, Point, Spotlight, IES)	•	•	•	•
Backplate Images / Frontplate Images	•	•	•	•
Image Styles / Tone-Mapping	•	•	•	•
Denoise and Firefly Removal	•	•	•	•
Product Mode / Interior Mode Rendering Methods	•	•	•	•
Interactive Scene Tree	•	•	•	•
Interactive Camera Controls	•	•	•	•
Camera Depth of Field	•	•	•	•
Camera Walkthrough Mode	•	•	•	•
Camera Shift Lens	•	•	•	•
Rounded Edges	•	•	•	•
Screenshot	•	•	•	•
Unlimited Real-Time / Output Resolution	•	•	•	•
Render Output Image Editor	•	•	•	•
Customizable User Interface	•	•	•	•

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Customizable Hotkeys	•	•	•	•
Workspaces	•	•	•	•
Save Reminders / Backup Revisions	•	•	•	•
Backplate Perspective Matching	•	•	•	•
Smart Export with Baking (USDz, GLB, glTF, 3MF)		•	•	•
Material Graph		•	•	•
Multi-Material		•	•	•
Geometry Shaders (Displace, Flakes, Bubbles, Fuzz)		•	•	•
RealCloth™ Edit Weave Pattern		•	•	•
Panoramic Camera (Cube Map, Spherical)		•	•	•
Model Sets		•	•	•
Studios		•	•	•
Configurator / Material Ways		•	•	•
Interactive HDRI Editor / Sun & Sky		•	•	•
Geometry Tools (UV Unwrap, Flip Normals, Re-Tessellate)		•	•	•
Geometry Viewer		•	•	•
NURBS Ray Tracing		•	•	•
Region Rendering (Real-Time / Offline)		•	•	•
Render Queue		•	•	•
Render Passes and Render Layers		•	•	•
Python Scripting		•	•	•
Camera / Part / Material / Environment Animation		•	•	•
Keyframe Animation		•	•	•
Camera / Studio Switch Events		•	•	•
Video Map Texture		•	•	•
Deformation Animation Support		•	•	•
Movie Output (Quicktime, AVI, FLV)		•	•	•
Export to ZPR / STL / OBJ / FBX		•	•	•
Real-Time Stereo Rendering / Viewing		•	•	•
FlexNet Server (Windows, Mac OS X, Linux)			•	•
Floating License Manager / Borrowing			•	•
Web Configurator / Interactive, HTML KeyShotXR output*	+	+	+	•
32 Cores Network Rendering*	+	+	+	•
Siemens NX plugin				•

\*als Add-On erhältlich



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