

# KeyShot 10 Versions

|                                                    | 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                                       |            |             |                      | •                  |

\*Available as add-on



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