



NEW FEATURES AND ENHANCEMENTS

KEYSHOT 8



Adding new forward-looking advanced technology such as displacement mapping, materials with embedded flakes and bubbles, scattering media, cutaways, liquid interfaces, image colour and intensity curve adjustments, material ways for advanced product configurations, glTF export and many more, KeyShot 8 represents another milestone in 3D visualisation.



KEYSHOT 8 OVERVIEW

The new features in KeyShot 8 open up entirely new possibilities and simplify workflows by increasing productivity at less effort. It is no longer necessary to switch between different apps to create the details and appearance needed.

KeyShot 8 includes new features and updates in particular in the areas of:

- materials and volume
- lighting and optics
- advanced geometry
- image and output
- collaboration

Along with other updates, KeyShot 8 introduces five primary features focussed on maintaining the workflow within KeyShot without the need of external applications.

KEYSHOT 8 FEATURE HIGHLIGHTS

IMAGE STYLES

- Adding and adjusting appearances in KeyShot in realtime



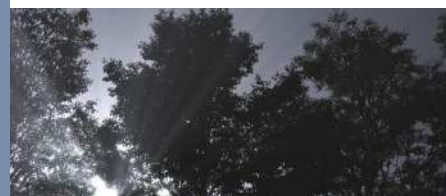
CUTAWAY

- Simplified approach for creating cutaway views



SCATTERING MEDIUM

- Simulating particle scattering and volumetrics such as smoke, fog...



GEOMETRY NODES

- Displacement, bubbles and flakes



KEYSHOT VIEWER

- Making KeyShot scenes and configurators available for everyone





IMAGE STYLES

Image Styles is a new function that allows users to make photographic adjustments to the KeyShot scene in realtime, prior or after rendering.

Multiple Image Styles may be created and added to a list allowing to use a range of different styles in KeyShot Studios.



Image styles can be applied directly within KeyShot 8 and eliminate the need for post processing – image: Esben Oxholm

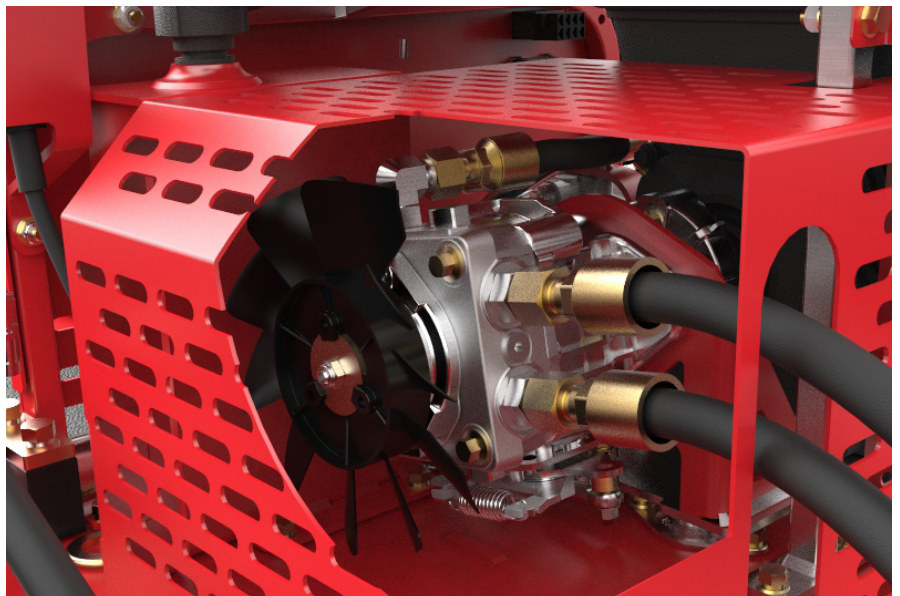


The 'Photographic' option includes settings for tone mapping, curve control and colour adjustment, background colour override and the ability to apply a front plate.

CUTAWAY

'Cutaway' has been implemented in KeyShot 8 as a new material type and allows the users to use 3D geometry to cutaway other geometry by assigning the Cutaway material to the object.

The Cutaway material also allows users to add Cutaway Caps and define them as a shaded colour, the same material as the object to be cut, or as a custom material.



Cutaway in KeyShot 8 – image: Matt Gerard



SCATTERING MEDIUM

'Scattering Medium' has also been implemented as a new material type in KeyShot 8, allowing users to simulate particle scattering and volumetrics such as smoke and fog. This can be used in combination with physical lights to visualise rays and beams of light.

This enables users to apply a density texture and apply it just as usual to any other material.

In addition, users can extend the control of the scattering medium with full support for OpenVDB file applied to the density texture as a volume map.



Particle scattering with lighting effects created with the new material type 'Scattering Medium' – image: John Seymour

GEOMETRY NODES

KeyShot 8 introduces an entirely new approach to working with geometry.

The Material Graph, KeyShot's advanced material editor, now provides users with **three new Geometry Node Types** to modify an object's geometry with displacement, bubbles or flakes.



New geometry shaders for realistic visualisation – images 1 & 2: Rex Roberts, image 3: David Merz

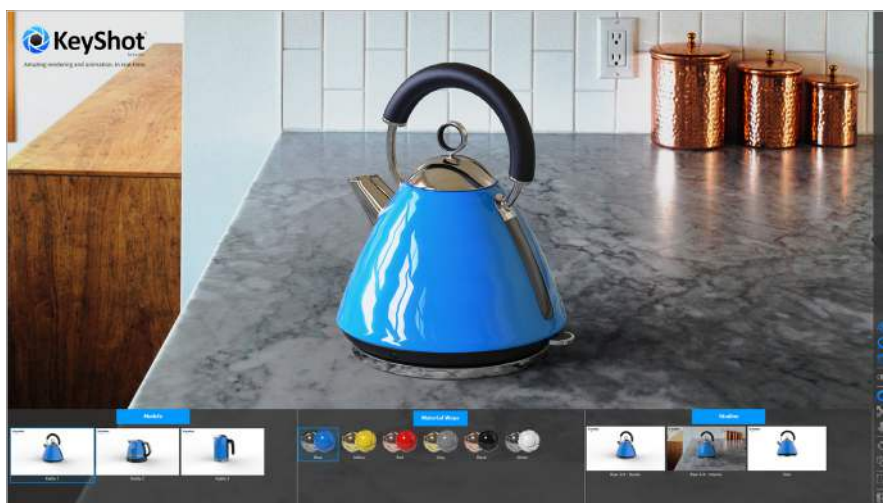
- **Geometry:** Displacement maps define a material's topology similar to a bump map, but instead of simulating the height of the surface, it actually modifies it.
- **Flakes:** Transforms any object into a three-dimensional volume of square or spherical flakes.
- **Bubbles:** Automatically adds spherical cavities within an object.



KEYSHOT VIEWER

KeyShot Viewer is a new freeware application with comprehensive functionality to compliment design reviews, make presentations more interactive and increase the options of collaboration.

It enables users to open, view and interact with KeyShot scenes in realtime using mouse, touch, pen or stylus, and to change materials and lighting.



Product configurator in free KeyShot Viewer – image: Luxion

ADDITIONAL FEATURES

- All new **Migration Assistant** to migrate resources from KeyShot 7
- **KeyShot Cloud** fully integrated into the user interface, no more login required
- **New Material Type Spotlight** offering advanced light control with Gobo support (stencil texture)
- **New Material Type Multi-layer Optics** for simulating high-end optics elements
- **Liquid Interfaces**: No more separating liquid geometry into different surfaces
- Choosing colours enhanced by entering and revealing **RGB hex colour codes**
- **Bloom threshold parameter** to adjust the amount of bloom (glow) around highlights
- **Screenshot** feature with output of **Alpha transparency** in screenshots **and metadata**
- New option **glTF/GLB export** allowing you to share KeyShot scenes to platforms like Facebook, or to embed into PowerPoint presentations
- **Additional support** for Rhino 6 (Mac, Windows) and Autodesk Inventor 2019 (Windows)

FURTHER INFORMATION ON KEYSHOT 8

A feature overview **video** and **examples** of the new capabilities in KeyShot 8 and a free trial version are available at:

» www.keyshot.co.uk/keyshot-8

Customers who bought KeyShot, KeyShot for Education or KeyShot for ZBrush on or after August 15th, 2018 will receive the upgrade to KeyShot 8 free of charge. Also, all KeyShot customers with an active maintenance contract will receive the upgrade to KeyShot 8 automatically.

For questions concerning the upgrade, please contact inneo-uk@inneo.com

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