Keyshot – Fundamentals

Description

This training will allow you to learn how to use Keyshot, a software for staging and rendering photorealistic 3D models. It is commonly used in industrial fields and in 3D illustration.

Course Content
Module 1: The KeyShot interface

- Presentation of the interface
- Import formats, Live Linking and 3D software concerned

Module 2: Navigation

- Move in the 3D view
- Manipulate 3D objects
- Keyboard shortcuts

Module 3: Material libraries

- The materials
- Light materials
- Caustics
- Unlink the material
- Colors

Module 4: HDRI images

- Environment and HDRI map
- HDRI sites
- Background
- Textures
- Bump and normal maps
- Opacity map
- Specular map
- Label
- Procedural texture

Module 5: The environment

- Scene
- Create a group
- Instancing
- Environment
- HDRI editor
- Sun and sky
- Highlight
- Adjust perspective

- Camera
- Depth of field
- Settings

Module 6: Animation

- Understanding the timeline
- The different types of entertainment
- Camera animations
- Example of copy and paste of animations
- Motion blur
- Bland
- Camera change
- Final export

Module 7: Rendering

- Still images
- Quality and rendering setting

Module 8: KeyShot and VR

- Definition of the VR version
- The different possibilities
- Render setting

Module 9: Multi-pass postproduction in Photoshop

- Add the passes to Photoshop, merge them and edit them
- Best practices in Photoshop
- Optimization, settings, effects
- Finalization and export

Lab / Exercises

- Présentation du rendu studio et du rendu environnemental
- Chercher ses sources
- Préparation dans un logiciel de 3D
- Incrustation sur Backplates
- Ajouter la map HDRI
- Le rendu (Clown Pass et map de base)
- AO Pass
- Hard Shadow Pass

Documentation

- Digital courseware included

Participant profiles

- Designates, Architects, Decorators and 3D artists
- Multimedia creators wanting a simple and efficient rendering tool, especially with the use of Zbrush

Prerequisites

- Very good knowledge of the IT environment
- The practice of 2D or 3D image creation software

Objectives

- Import 3D models into the shot, stage them and create renderings
- To use the different libraries contained in the picture: materials, texture and environment
- Place lights and use hdri
- Prepare passes for composition in Photoshop

Niveau
Fondamental
Classroom Registration Price (CHF)
1400
Virtual Classroom Registration Price (CHF)
1300
Duration (in Days)
2
Reference
KES-FO