



A leap ahead with
certified training
by INNEO

KeyShot: Introduction

Version

Standard
Standard

No.:

RA-019415-EN

Audience

Included but not limited to - Creative marketing staff, designers, technical editors, designers, 3D media artists and all who have requirements in the field of photorealistic representations.

Content

- Interface and Mouse.
- Importing 3D models.
- Working with materials.
- Applying textures and labels.
- Setting up the environments.
- Working with the different lighting settings.
- Defining different camera positions.
- Rendering outputs.

Prerequisites

Basic knowledge in photography and the use of a 3D CAD system are desirable, but not necessary.

Objectives

- Transfer of knowledge for fast and productive working with KeyShot.

Note

without Course Kits

For course duration and times, please refer to the respective course date on the website

Any questions? Call or send us an email:

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