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by INNEO

KeyShot: Material Manipulation

Version

Standard
Standard

No.:

RA-019417-EN

Audience

Anyone that needs to use KeyShot to create renders of their models and use materials beyond what is available in the library.

Content

- How to edit the CAD geometry in KeyShot
- Applying multiple materials to the same part
- Accessing and using the material graph to manipulate materials in the library
- Using different utility nodes in the material graph
- Using different geometry nodes to create displacement effects
- Overview of how to create bubbles, flakes, and fuzz geometry

Prerequisites

Introduction to KeyShot or familiarity with the basic workflow and interface of KeyShot.

Objectives

- After completing this course, you will be able to manipulate materials in KeyShot using the different options available in the Material Graph. You will learn how you can edit the geometry of the CAD data so that materials can be applied to different surfaces, without having to have set this up prior to import.

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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