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KeyShot: Web and Configurator

Version
Standard
Standard

No.:

RA-019420-EN

Audience
Every person that needs to use KeyShot to create rendered interactive variations of their models.

Content

- Overview of all the elements needed to create a configurator file
- Using the multi materials functionality
- Creating model sets of the different component variations
- Creating studios
- Using the configurator wizard
- Overview of the render and output options for these file types
- Creating KeyShot XR files

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

Objectives

- After completing this course, you will be able to create all the elements required to create a configurator file using KeyShot. You will learn how to set up a KeyShot Configurator file using the inbuilt wizard. You will learn how to create a KeyShot Web file so that you can present a fully rendered model outside of the KeyShot environment. You will also learn ways of showcasing these forms of output.

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:

INNEO Solutions Ltd.
60 Cygnet Court,
Timothy's Bridge Road
Stratford upon Avon
Warwickshire
CV37 9NW
Phone.: +44 (0) 1789 337923
FAX: +44 (0) 1789 337921
E-mail: training@inneo.com