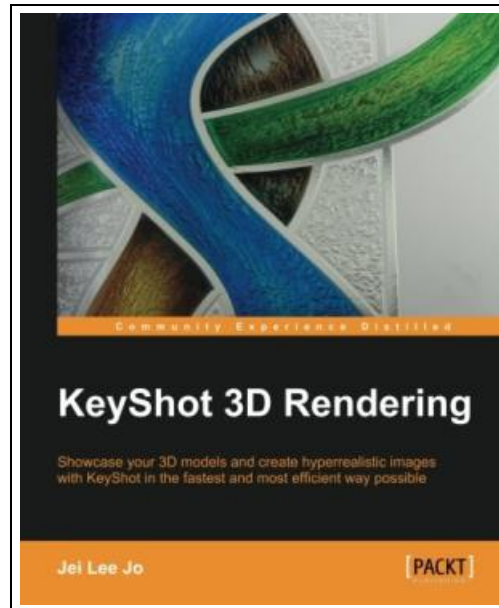# KeyShot 3D Rendering

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Reviews

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KEYSHOT 3D RENDERING

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Packt Publishing. Paperback. Condition: New. 124 pages. Dimensions: 9.2in. x 7.5in. x 0.4in.Showcase your 3D models and create hyperrealistic images with KeyShot in the fastest and most efficient way possible Overview Create professional quality images from your 3D models in just a few steps. Thorough overview of how to work and navigate in KeyShot. A step-by-step guide that quickly gets you started with creating realistic images. In Detail Creating realistic images has been always a meticulous process where setting up the stage is a long and complicated task. KeyShot has simplified this process by allowing us to have a greater amount of control and flexibility in all aspects of the rendering procedure. KeyShot 3D Rendering provides a series of exercises with a detailed explanation of each part of the pipeline, from importing our model, to texturing, lighting, and rendering. In addition, the book covers in detail how to use all the necessary parameters inside KeyShot and also explains alternative methods to showcase your work. KeyShot 3D Rendering starts with covering all the basic principles and fundamentals of how to work and navigate in KeyShot. Throughout the book, there will be exercises that will guide and help you to complete the chapters assignment. Also there will be an explanation of all the terms and parameters used in the exercise. You will learn how to use HDRIs (High Dynamic Range Images) as the primary source for lighting and also how to incorporate backplate images into a scene. You will learn how to create your own materials, textures, and labels. Lastly this book covers camera functions, real-time settings to improve the workflow of your assignments, and also rendering properties The exercises in the book will provide you with all the tools necessary to bring your models to life and set up your own...

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