

# Descripción de Funciones

	KeyShot CAD*	KeyShot HD	KeyShot Pro	KeyShot Pro Floating	KeyShot Enterprise
Import 20+ 3D File Formats	• —	• ✓	• ✓	• ✓	• ✓
Free CAD Plugins	• —	• ✓	• ✓	• ✓	• ✓
Real-time Ray Tracing	• ✓	• ✓	• ✓	• ✓	• ✓
Progressive Global Illumination	• ✓	• ✓	• ✓	• ✓	• ✓
Scientifically Accurate Materials	• ✓	• ✓	• ✓	• ✓	• ✓
Cloud Library for Online Asset Sharing	• ✓	• ✓	• ✓	• ✓	• ✓
700+ Material Presets	• ✓	• ✓	• ✓	• ✓	• ✓
50+ HDRI Environments Presets	• ✓	• ✓	• ✓	• ✓	• ✓
Pantone, RAL and CIE Lab Colors	• ✓	• ✓	• ✓	• ✓	• ✓
Axalta Paints	• ✓	• ✓	• ✓	• ✓	• ✓
Sørensen Leathers	• ✓	• ✓	• ✓	• ✓	• ✓
Measured Materials (AxF, XML)	• ✓	• ✓	• ✓	• ✓	• ✓
Mold-Tech Textures	• ✓	• ✓	• ✓	• ✓	• ✓
Image Textures	• ✓	• ✓	• ✓	• ✓	• ✓
Procedural Textures	• ✓	• ✓	• ✓	• ✓	• ✓
Color, Specular, Bump, Normal, Opacity Maps	• ✓	• ✓	• ✓	• ✓	• ✓
Textureable, Unit-Aware Material Properties	• ✓	• ✓	• ✓	• ✓	• ✓
Interactive Label Mapping	• ✓	• ✓	• ✓	• ✓	• ✓
Label Materials	• ✓	• ✓	• ✓	• ✓	• ✓
Material Templates	• ✓	• ✓	• ✓	• ✓	• ✓
Backplate Images	• ✓	• ✓	• ✓	• ✓	• ✓
Image-Based Lighting (HDRI)	• ✓	• ✓	• ✓	• ✓	• ✓
Physical Lighting (Area, Point, IES)	• ✓	• ✓	• ✓	• ✓	• ✓

Presentation Mode / Configurator Viewer	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Environment and Camera Lists	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Interactive Scene Tree	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Full Interactive Camera Controls	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Walkthrough Mode	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Depth of Field	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Unlimited Real-Time Resolution	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Unlimited Output Resolution	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Image Editor	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Custom User Interface	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Custom Hotkeys	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Workspaces	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Multi-Material	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Material Graph	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Video Map Texture	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Backplate Perspective Matching	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Panoramic Camera (Cube Map, Spherical)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Real-time VR Rendering / Viewing	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Model Sets	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Studios	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Configurator	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
HDRI Editor	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Interactive Sun & Sky	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Geometry Viewer / Geometry Editor	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
NURBS Ray Tracing	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Re-Tessellate	● —	● —	● ✓	● ✓	● ✓
Region Rendering (Realtime / Offline)	● —	● —	● ✓	● ✓	● ✓
Render Queue	● —	● —	● ✓	● ✓	● ✓
Render Passes	● —	● —	● ✓	● ✓	● ✓
Render Layers	● —	● —	● ✓	● ✓	● ✓
Python Scripting	● —	● —	● ✓	● ✓	● ✓
Camera, Part & Material Animation	● —	● —	● ✓	● ✓	● ✓
Camera and Studio Switch Events	● —	● —	● ✓	● ✓	● ✓
Multiple Turntable Animations	● —	● —	● ✓	● ✓	● ✓
Deformation Animation Support	● —	● —	● ✓	● ✓	● ✓
Movie output (Quicktime, AVI, FLV)	● —	● —	● ✓	● ✓	● ✓
ZPR / STL / OBJ / FBX Output	● —	● —	● ✓	● ✓	● ✓
FlexNet Server (Windows, Mac OS X, Linux)	● —	● —	● —	● ✓	● ✓
Floating License Manager / Borrowing	● —	● —	● —	● ✓	● ✓
Interactive, HTML KeyShotXR output	● —	● —	● —	● —	● ✓
32 Cores Network Rendering	● —	● —	● —	● —	● ✓
Siemens NX plugin	● —	● —	● —	● —	● ✓