Create Flexible Scenes for Loo and Design Iterations

March 7, 2019

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Before we begin...

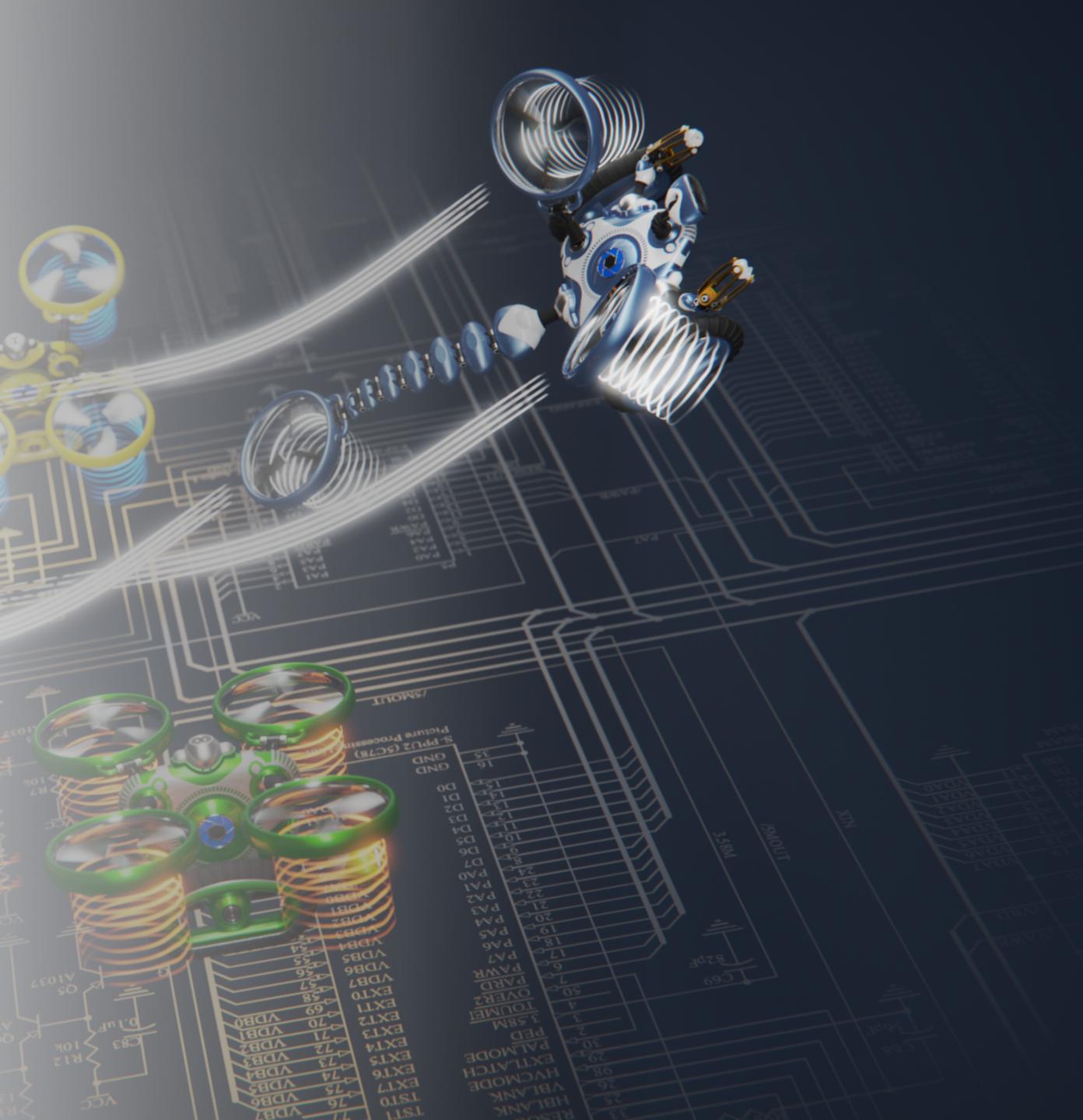
- This session will be recorded
- **Slideshow PDF will be available**
- **KSPs will be available**
- Computer: Dual Intel Xeon CPU E5-2630 v3 (8 Cores, 16 Threads, 2.40 GHz), 32 Threads in total, 32 GB RAM, Windows 10 Pro
- **Performance: 185 FPS (camera scene)** -
- If you have questions, just ask





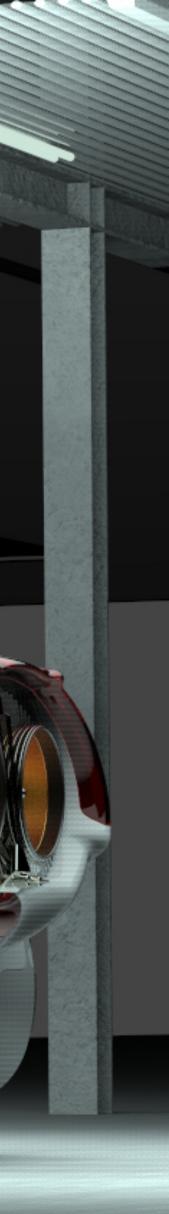
Contents

- Introduction
- General scene setup
- Leveraging Model Sets
- Using Multi-Materials
- Using Image Styles
- Leveraging Studios
- Final rendering of scene variations
- Q&A



Models provided by Simon Williamson (Row Zero)

www.row-zero.com

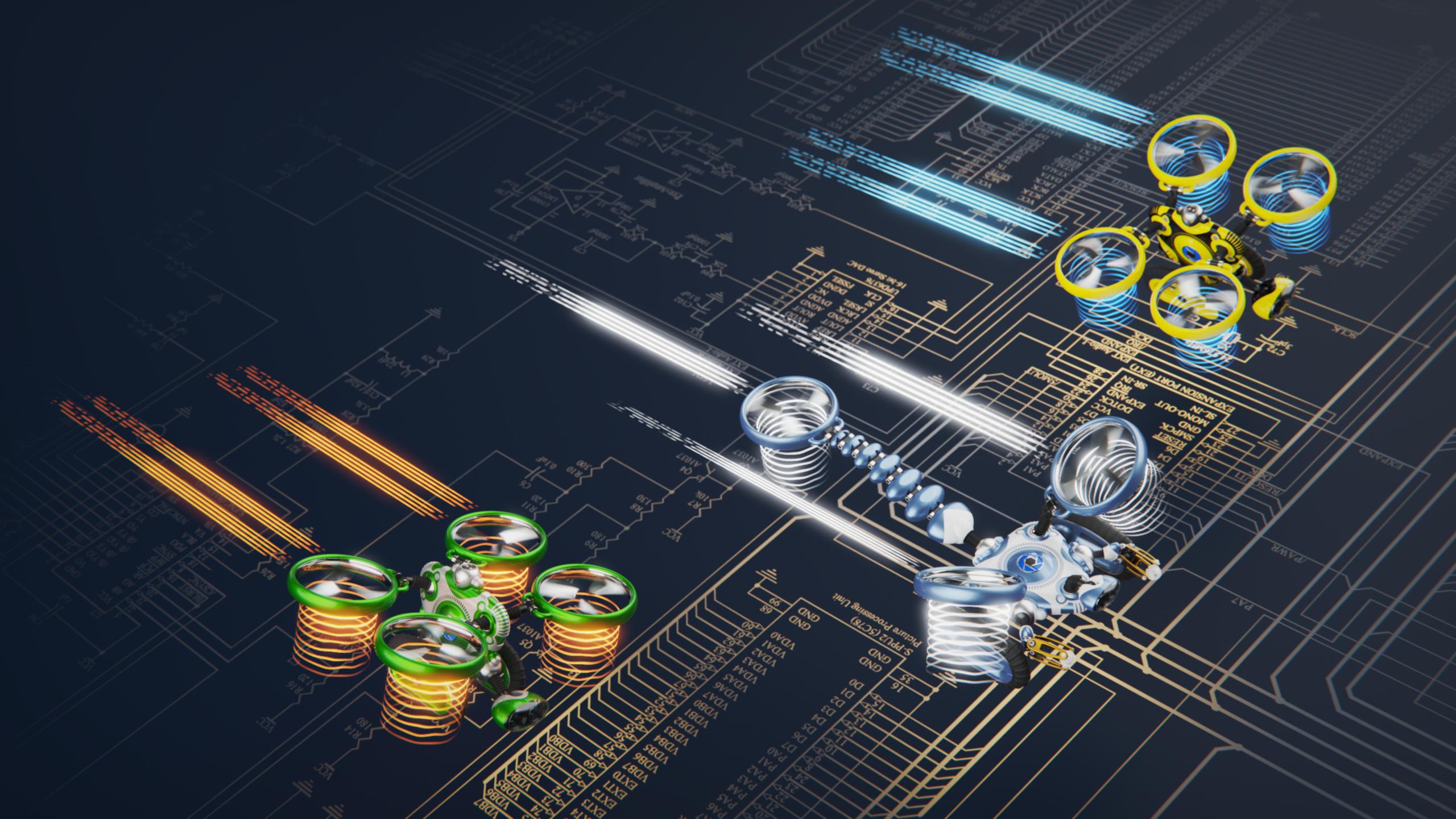


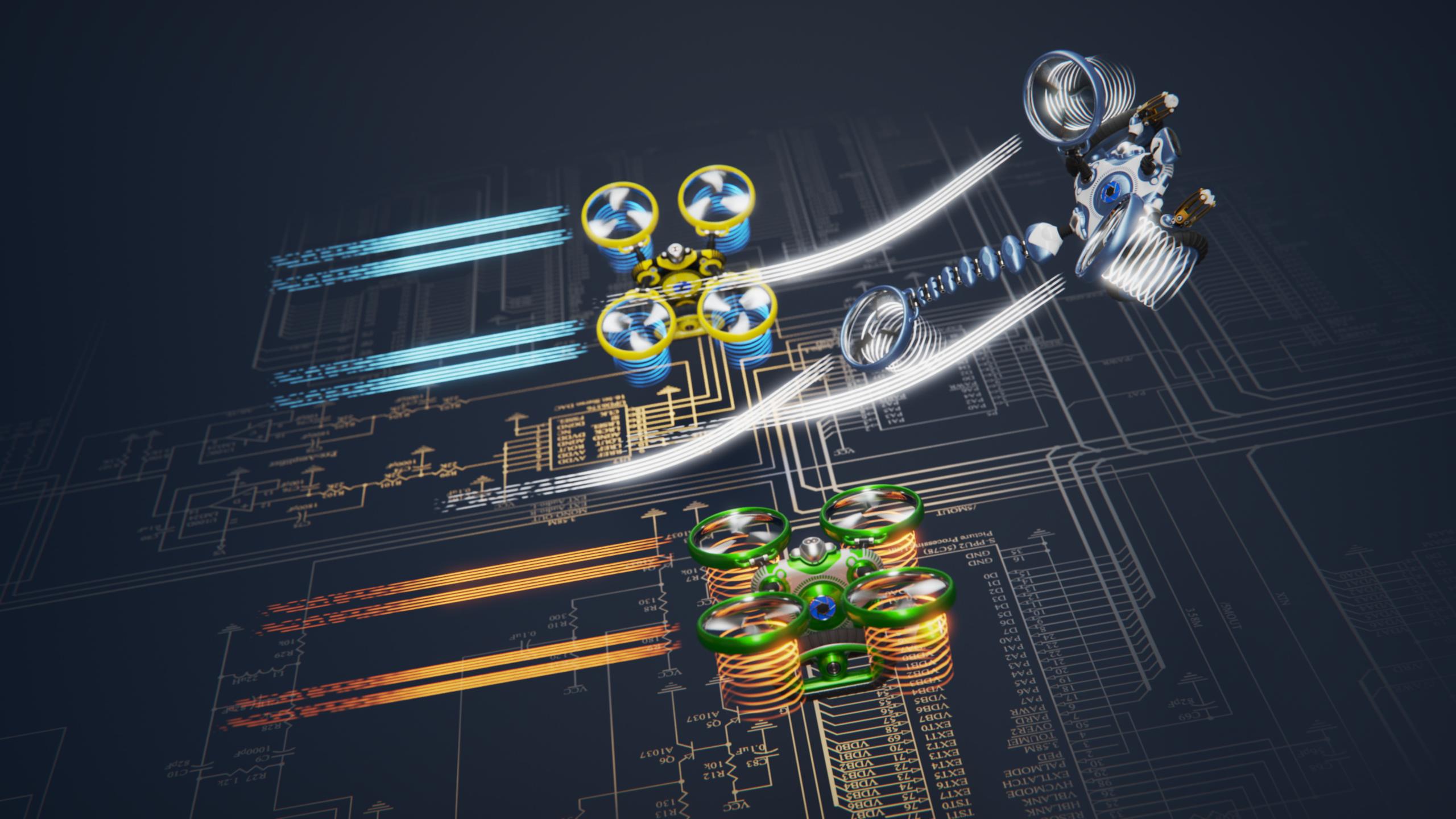
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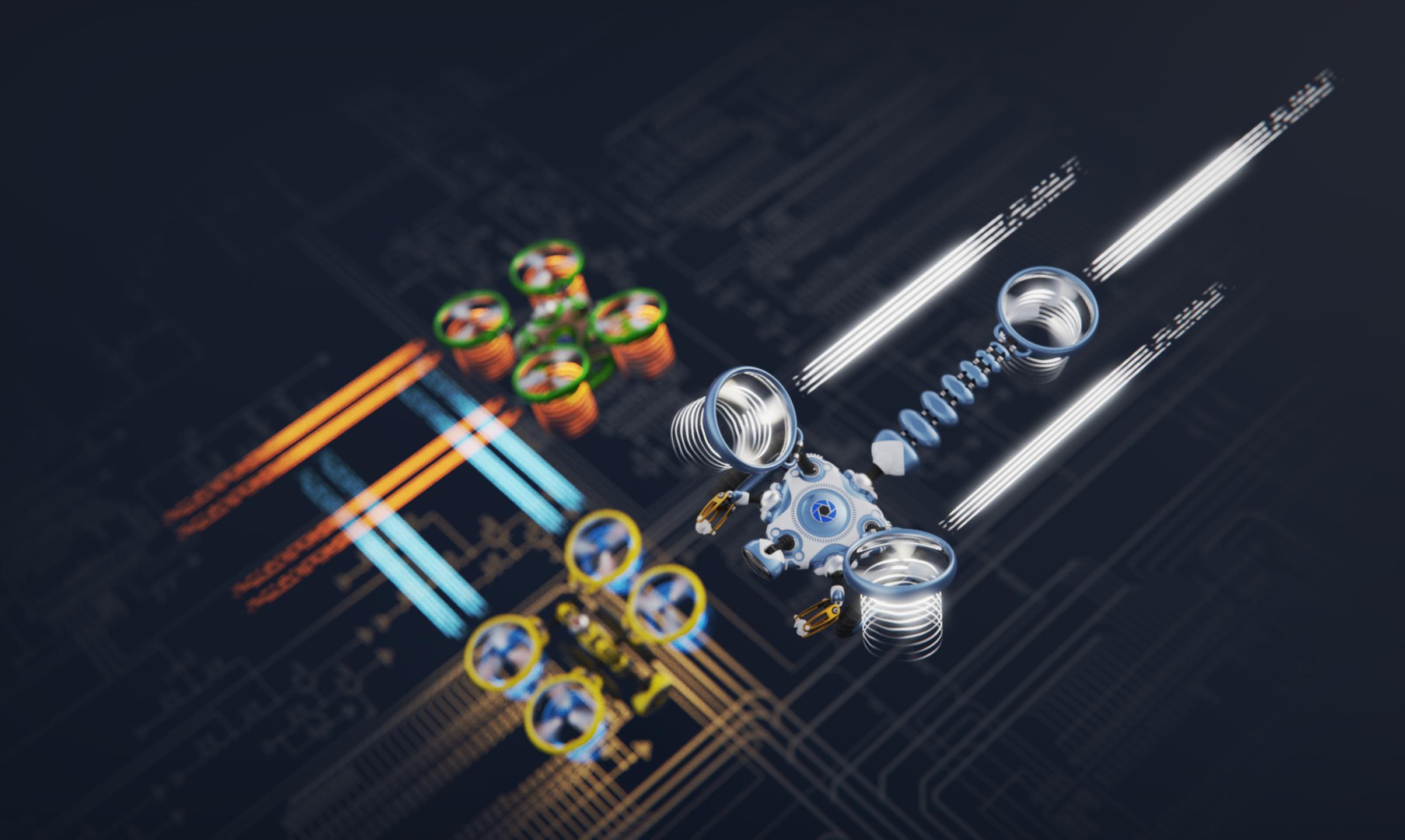
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Controlling model states

Model Sets

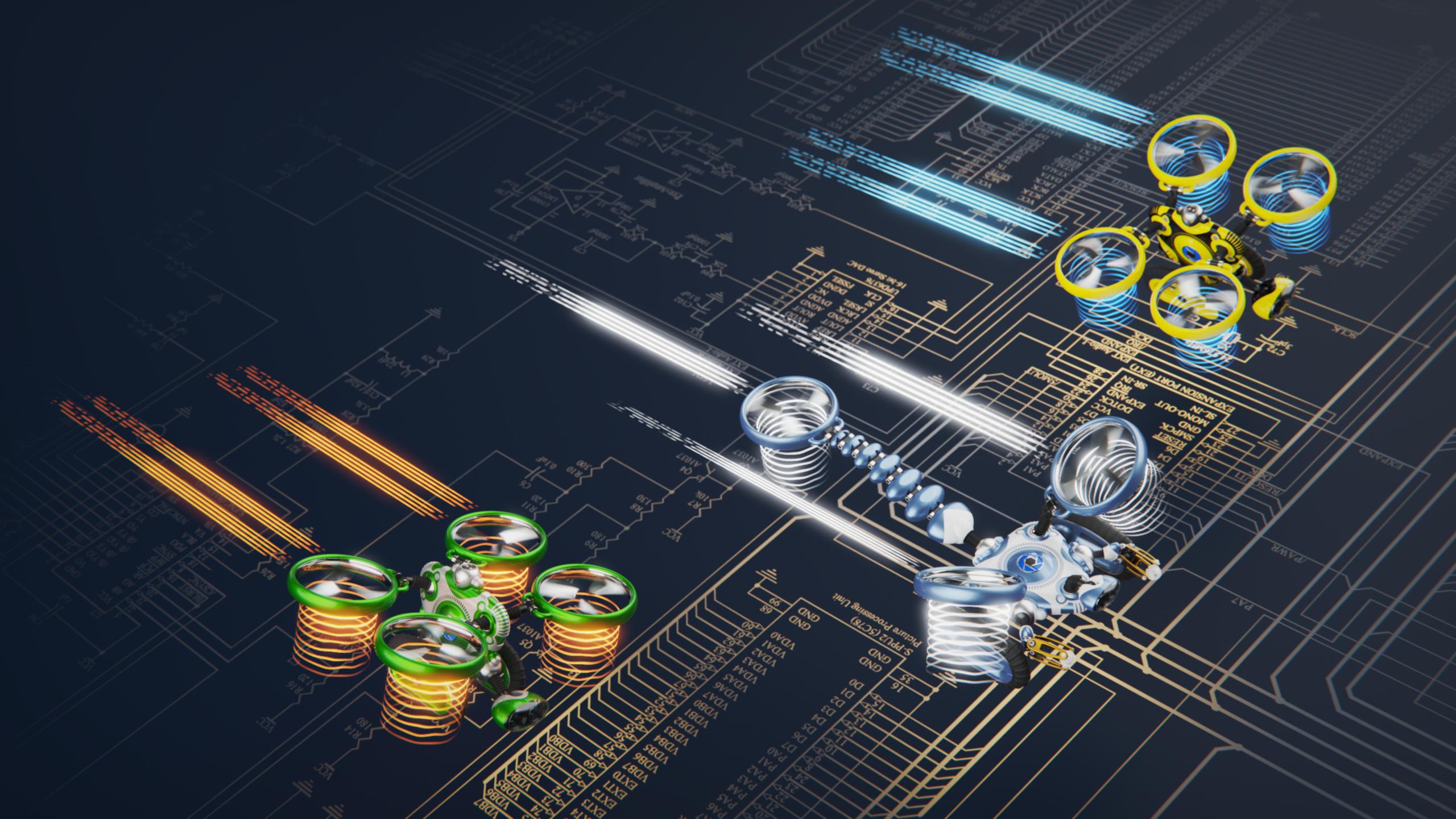


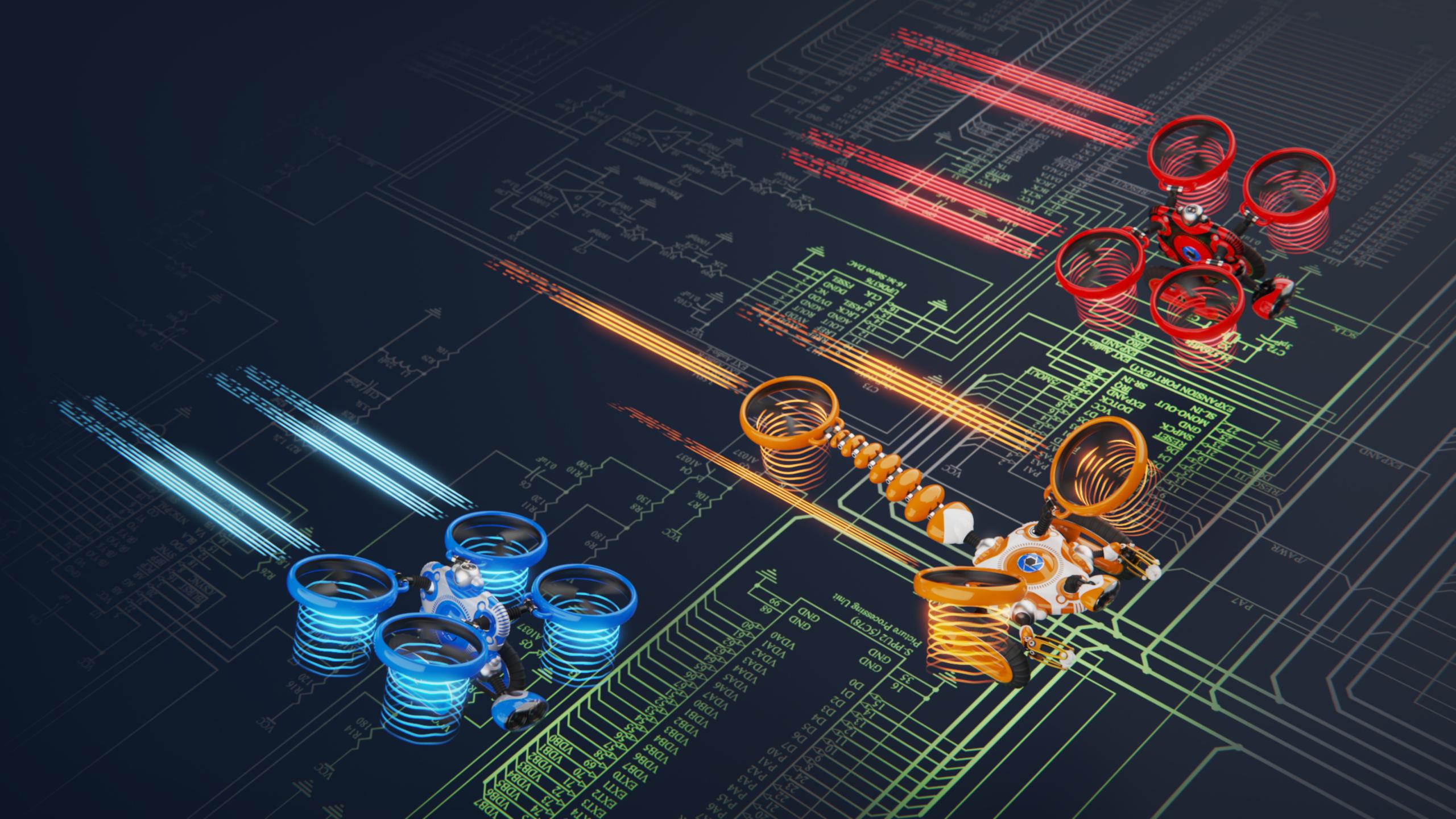




Multi-Materials

Material variations and combinations





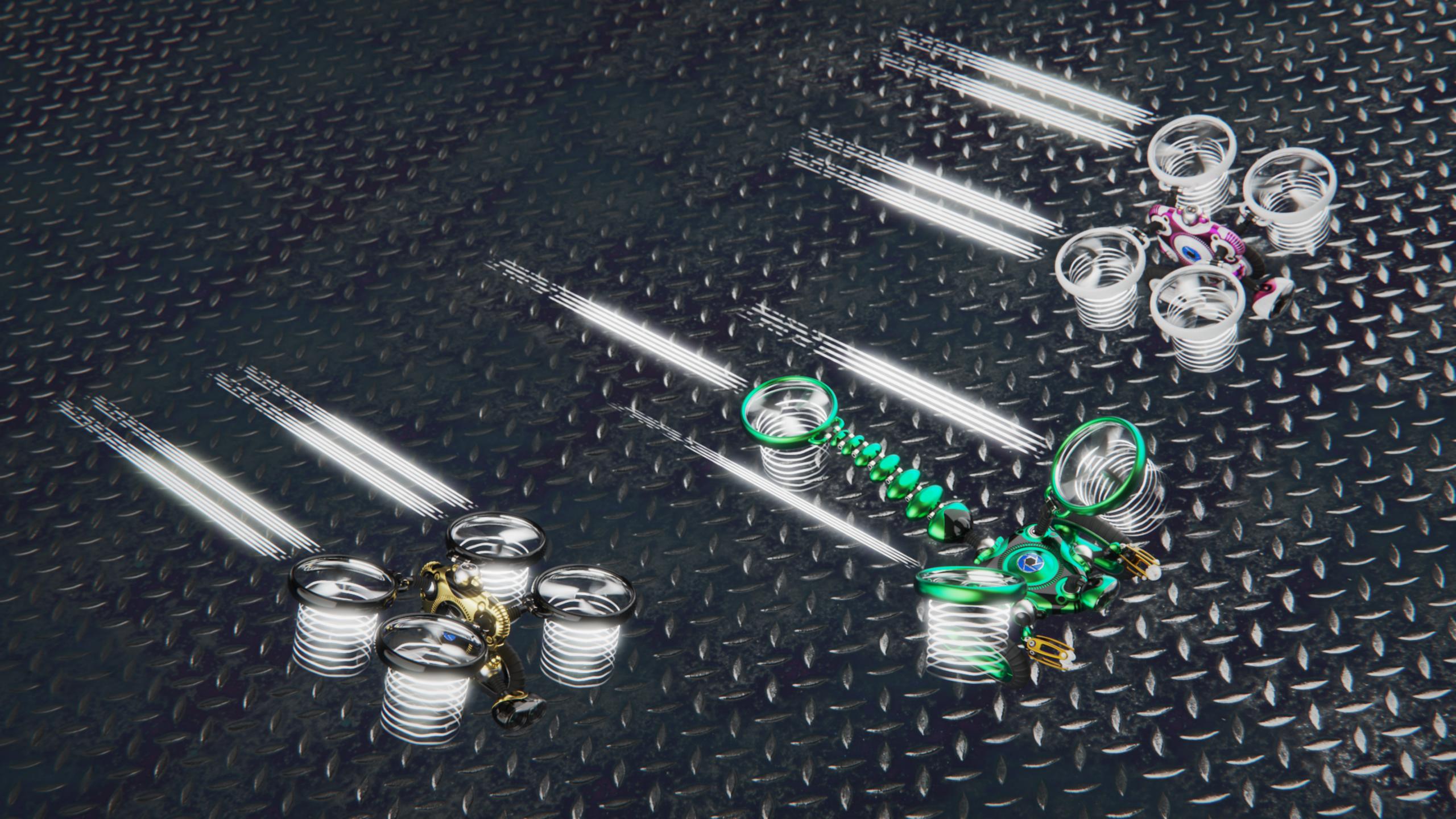
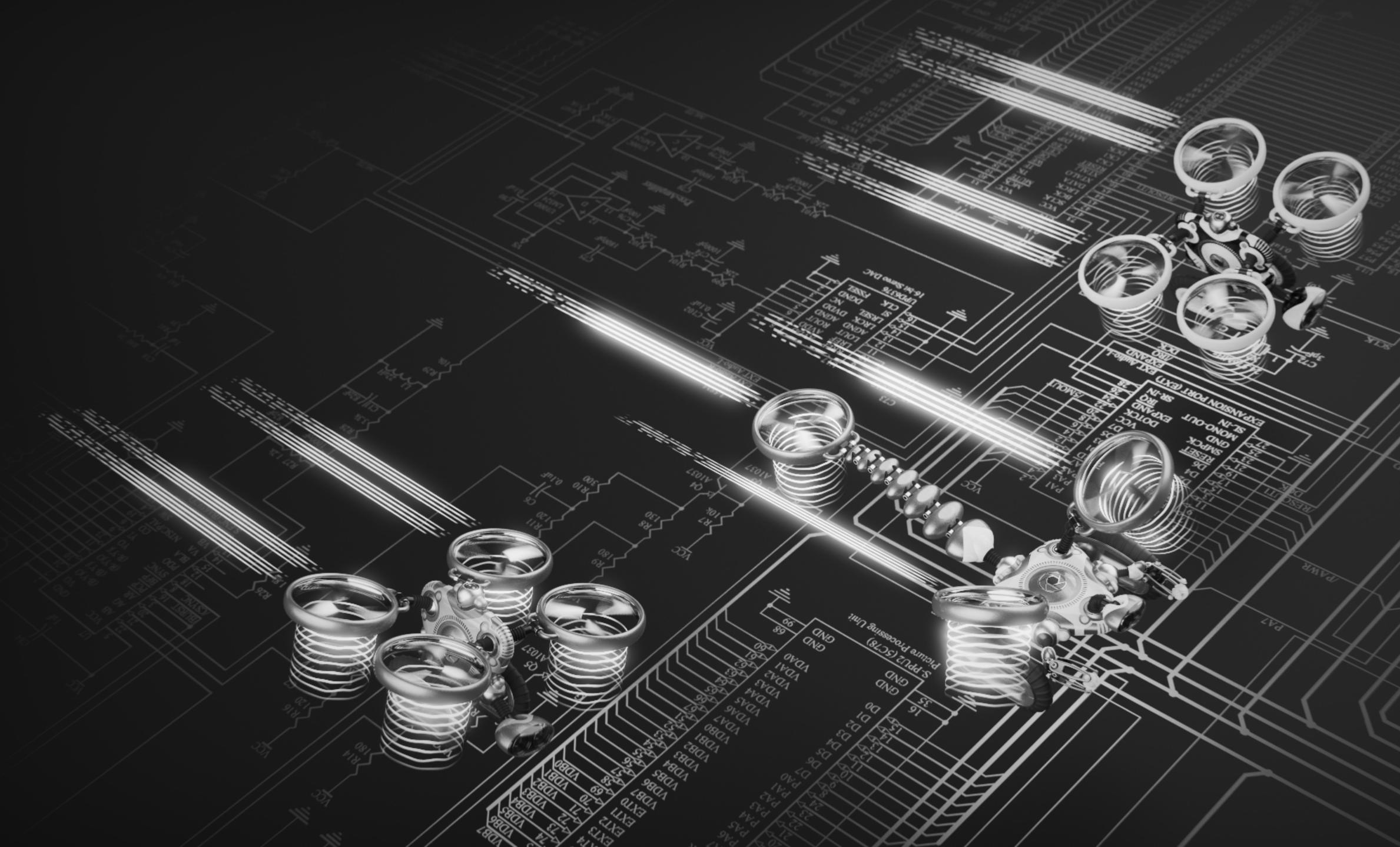
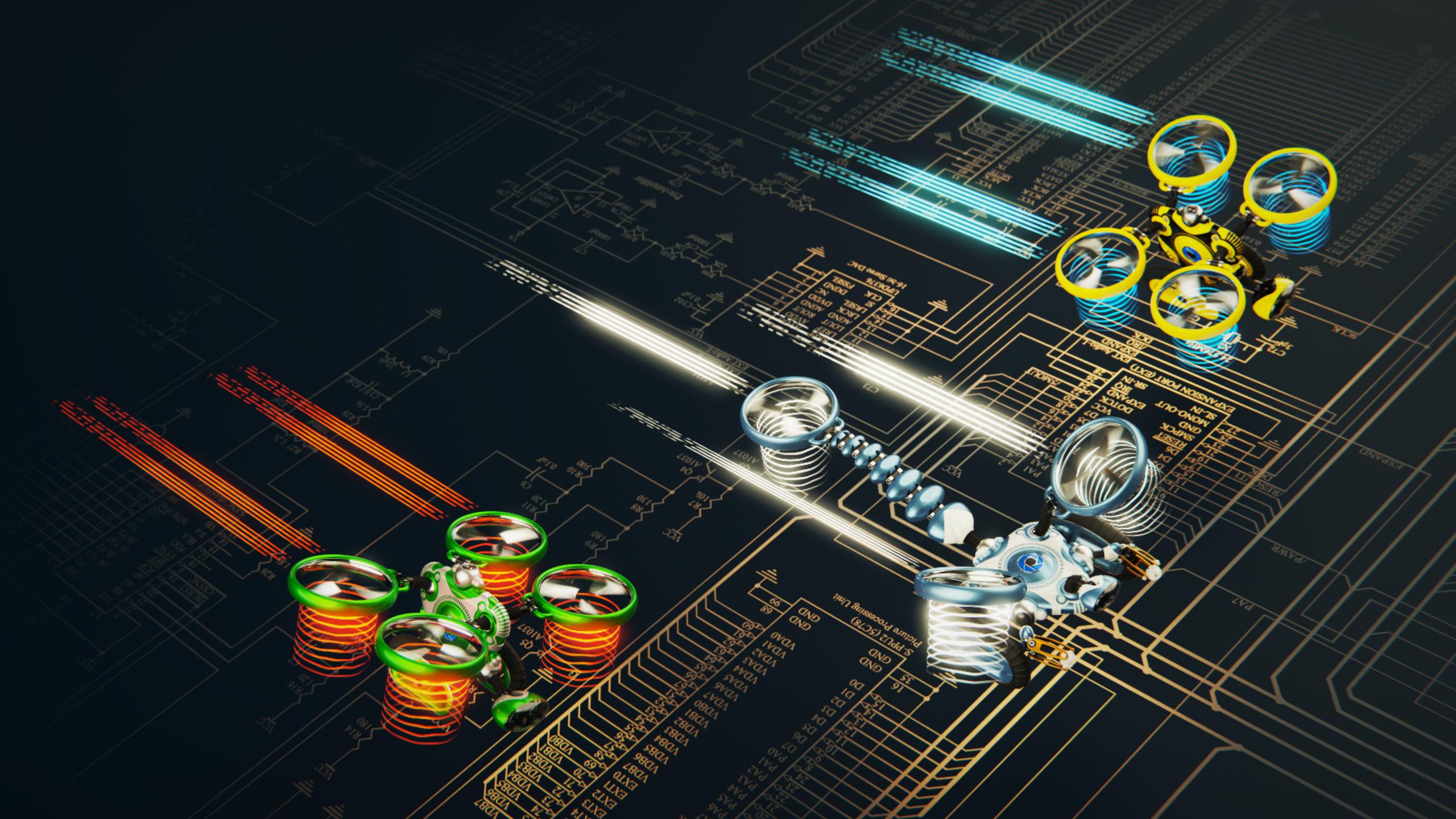
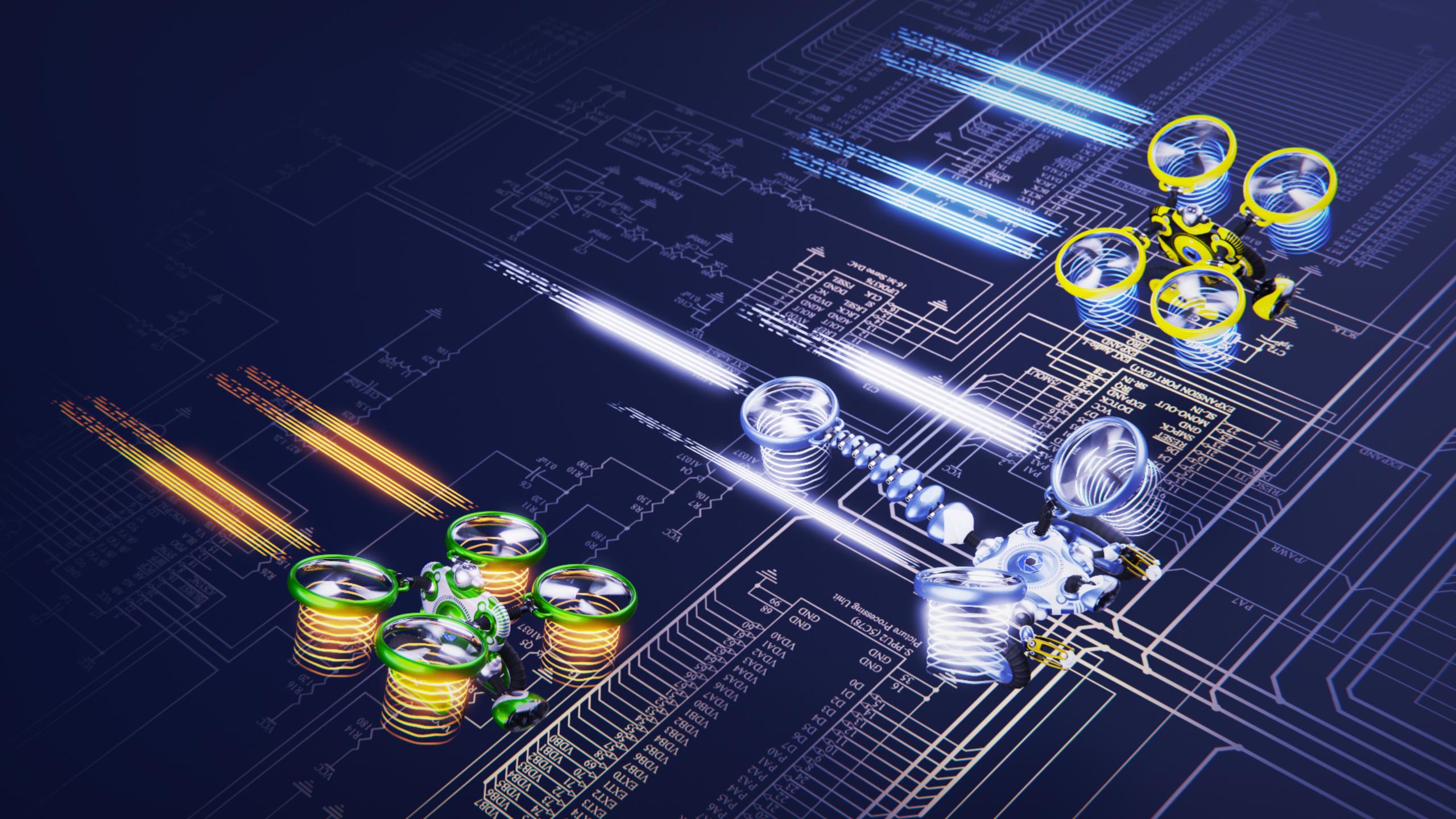


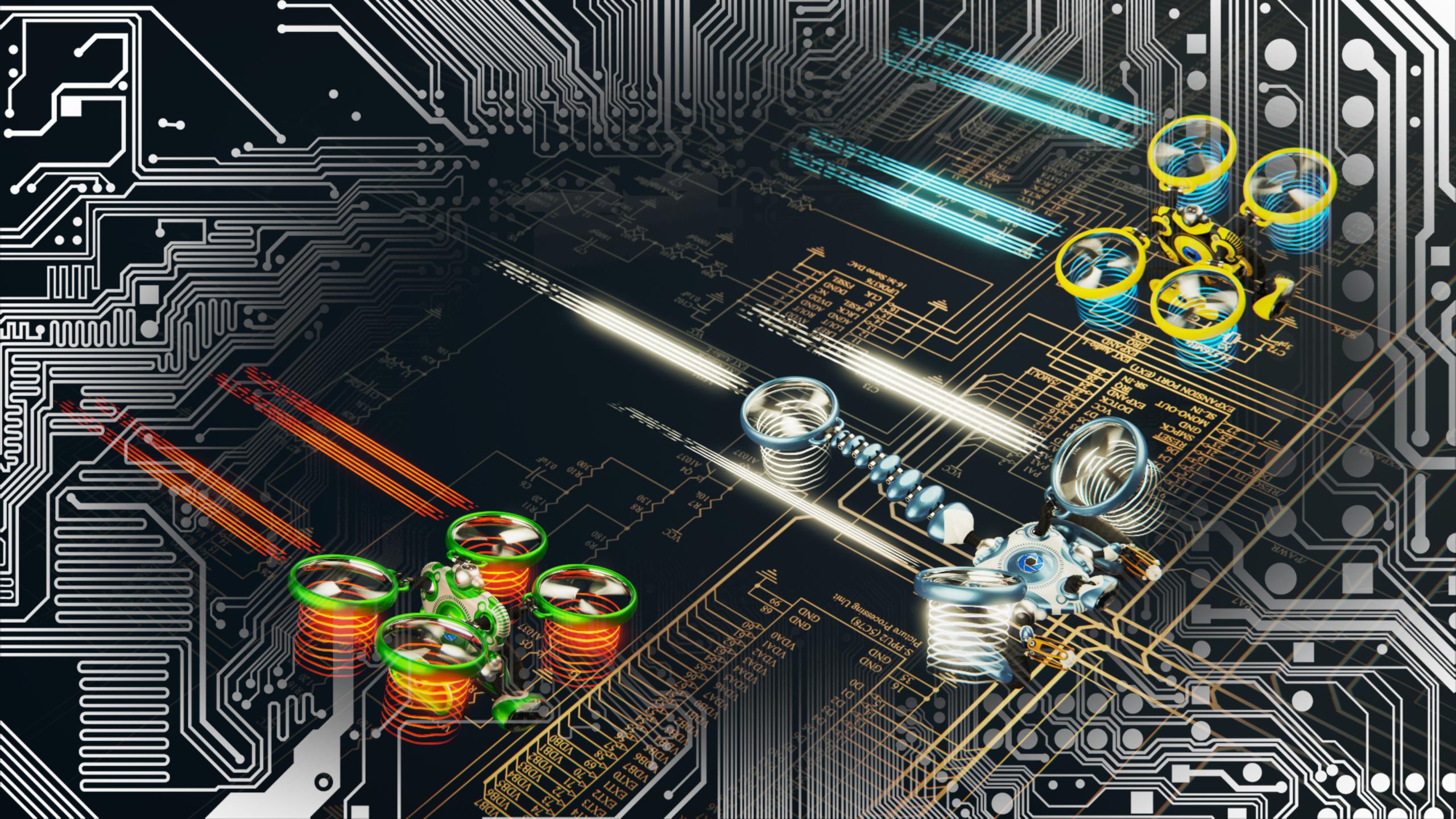
Image Styles

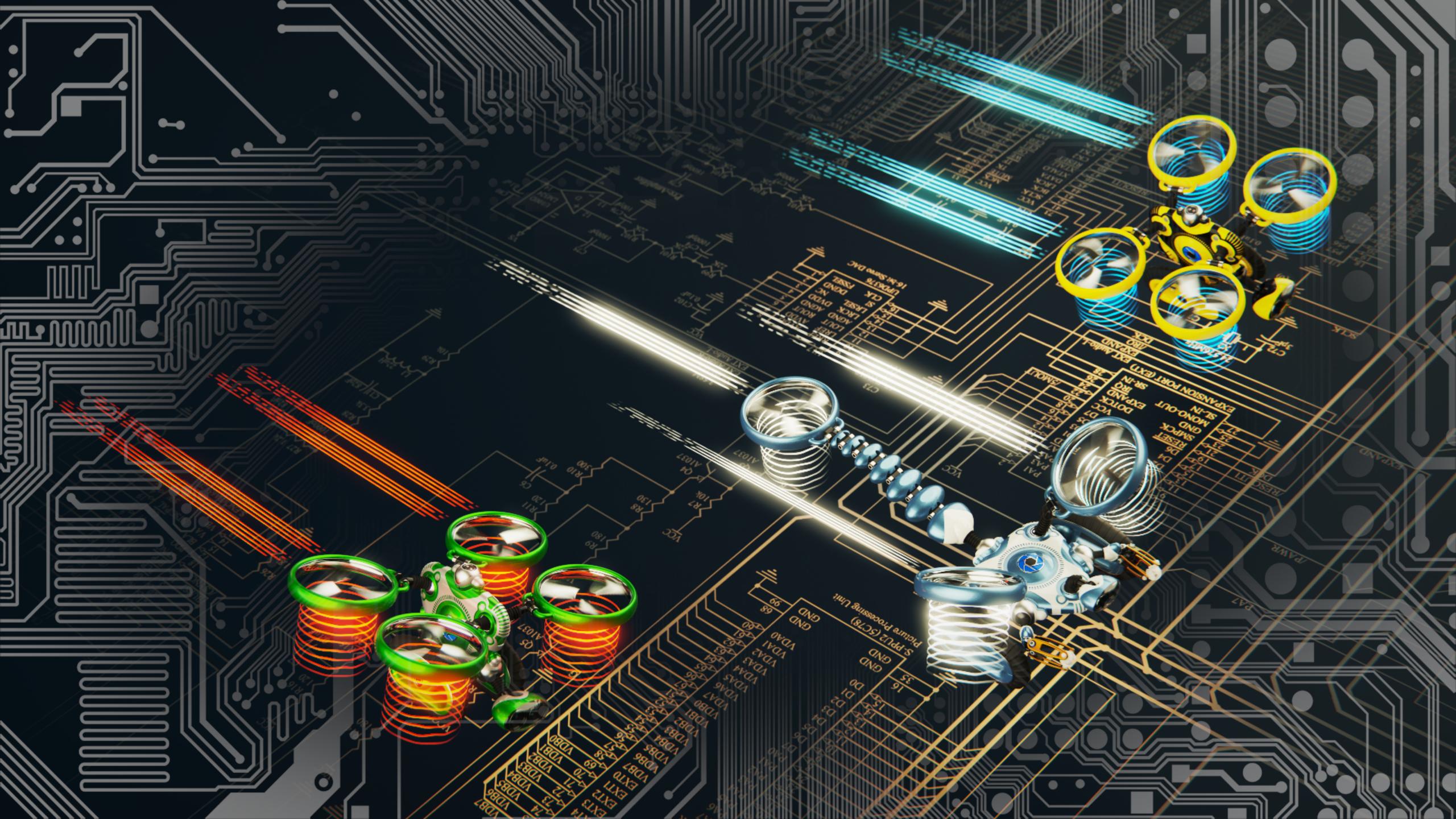
Quick image variations

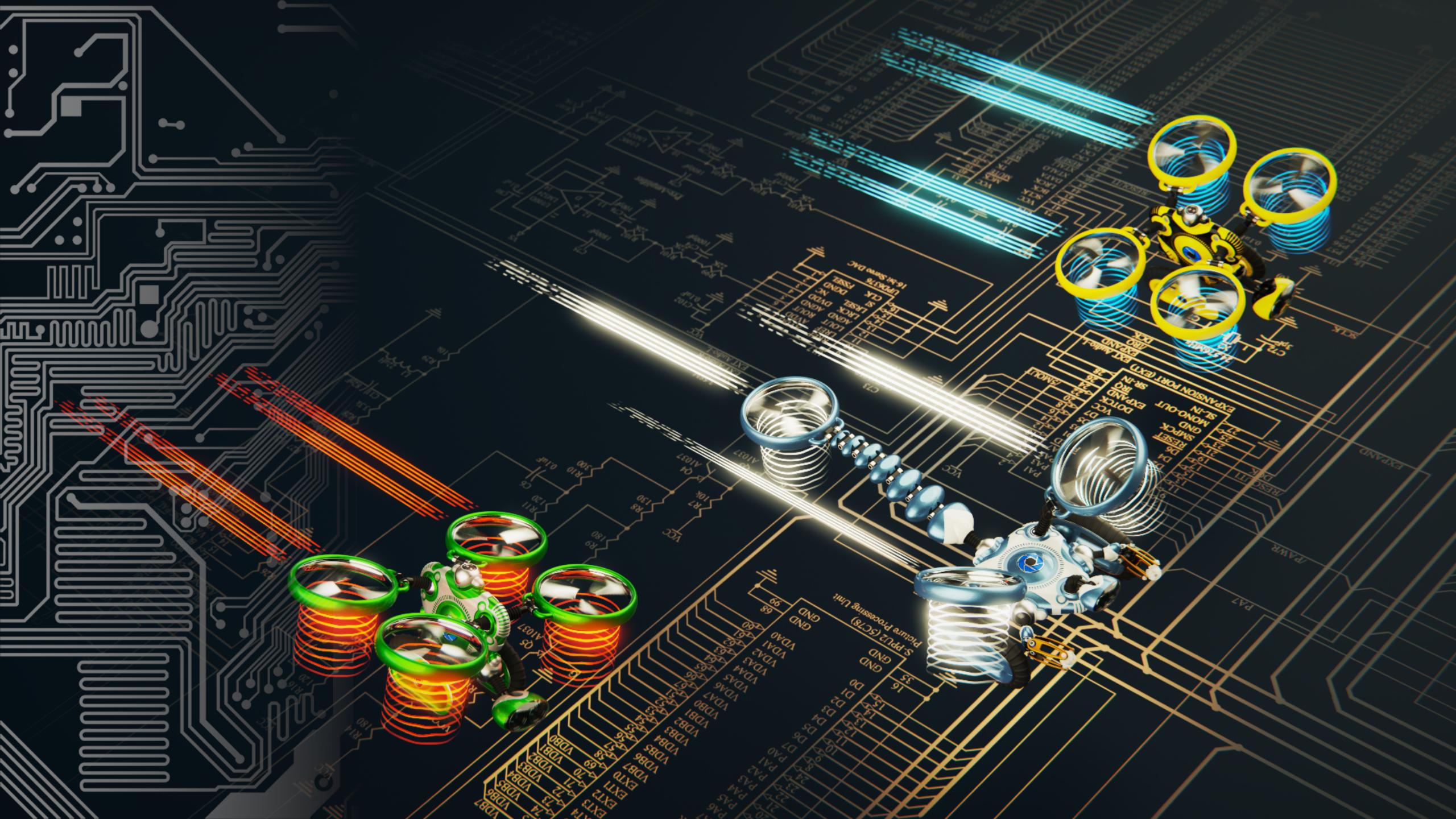






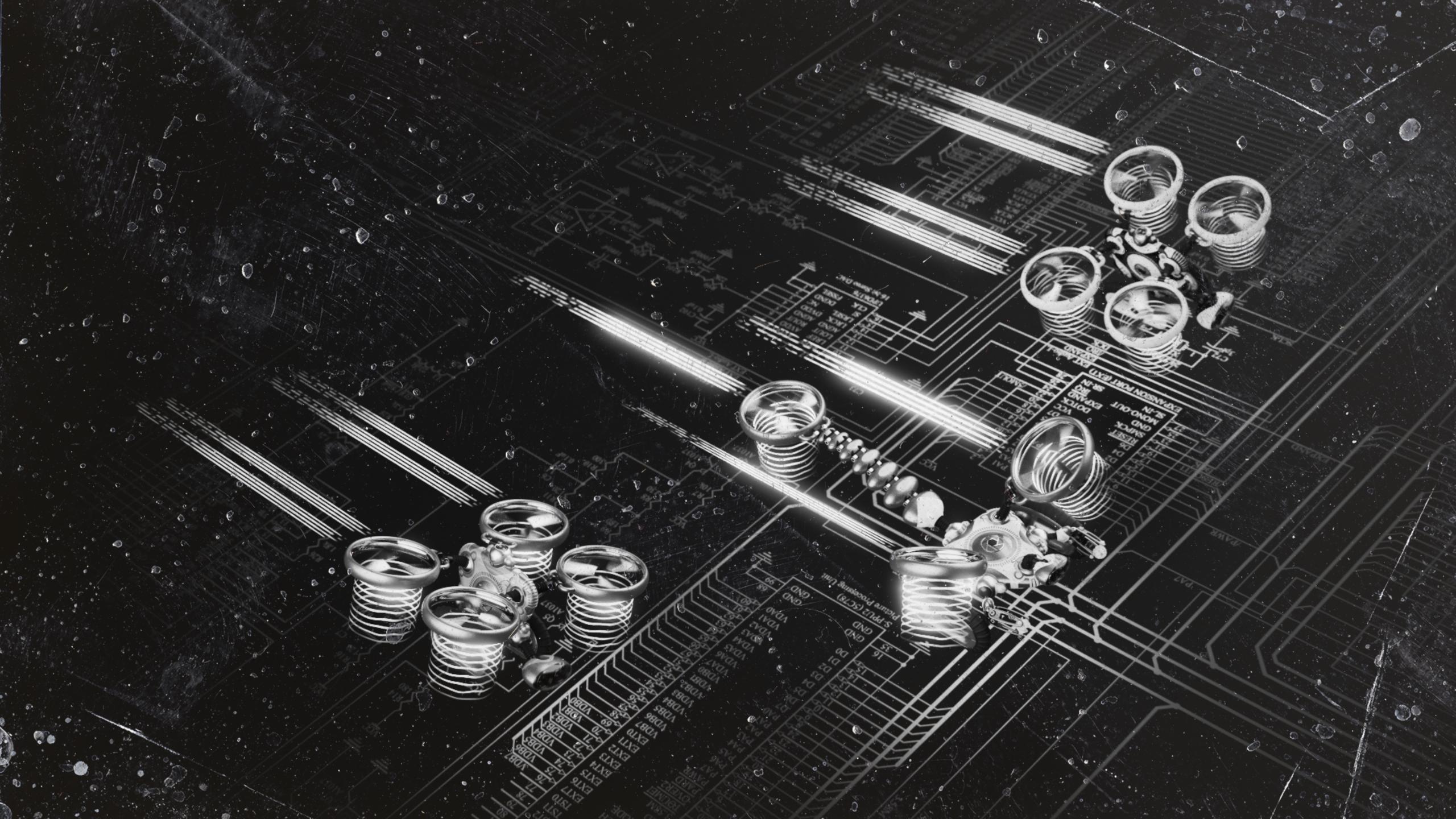


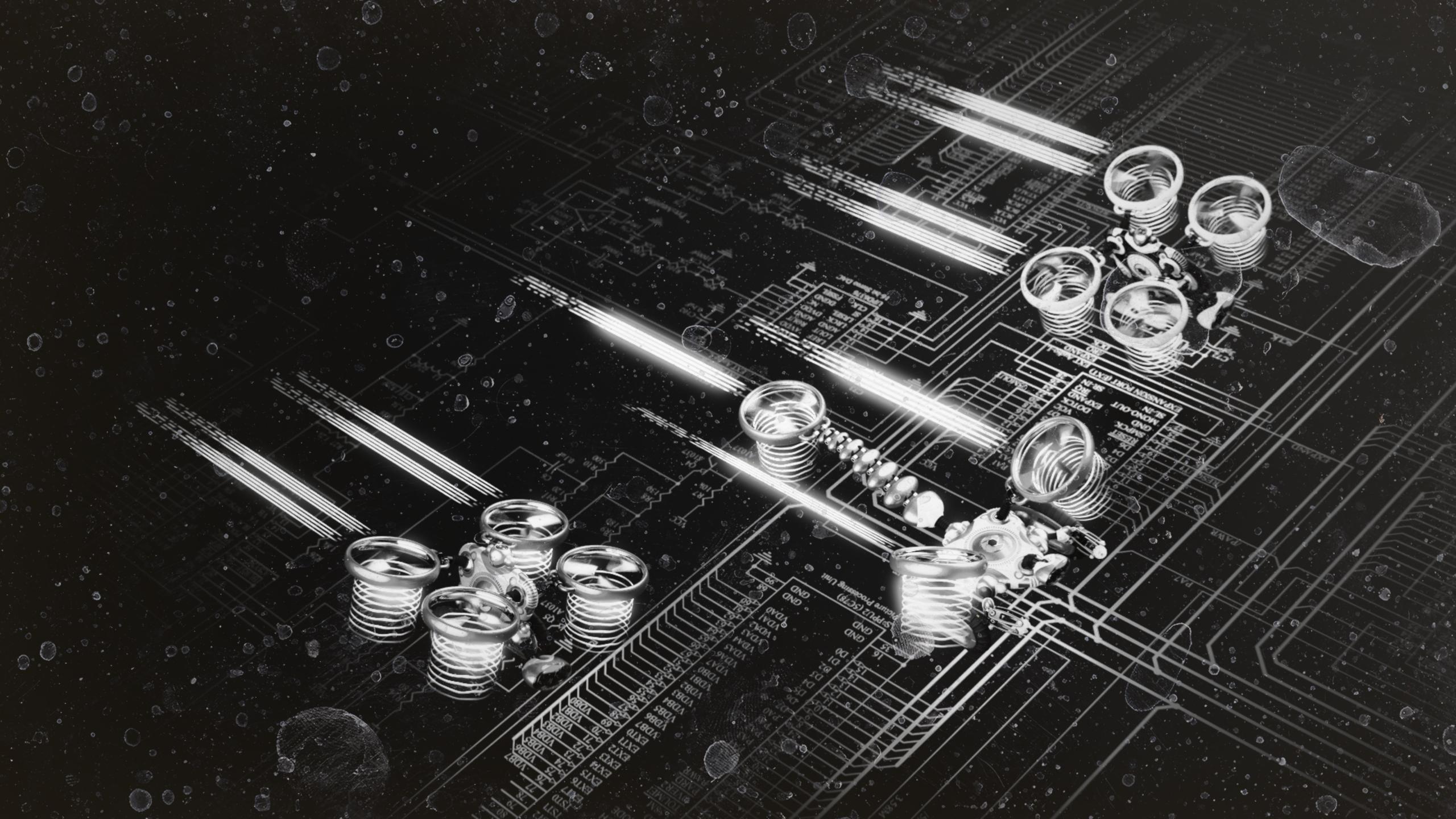




KeyShot Webinar Create Flexible Scenes for Look and Design Iterations







Hands-on