**Technical crash course for Keyshot**

In Rhino:

* You can move parts in Keyshot, but it’s much easier in Rhino (so get everything arranged in Rhino before moving on to Keyshot)
* Organize parts by material onto different layers
	+ Look under tool menu in layer pane to expand/collapse all layers
	+ Hide/show multiple layers at once by using shift/control and clicking on light bulb
	+ Rename layers by clicking layer name / while changing a name, hit tab to add a new layer

In Keyshot:

* Import your Rhino file using these settings
	+ Location: keep original
	+ Size: keep original
	+ Up orientation: Z
	+ Adjust camera to look at geometry : yes
	+ Adjust environment to fit geometry: yes
	+ Import NURBS data: yes
* Scene tree
	+ layer structure is the same as in Rhino
	+ it’s possible to rename / reorganize layers
	+ possible to create new layers
	+ to add materials, it’s best to drop them on the scene tree
	+ when you add a material to the scene tree you’re doing two things at once:
		- 1) assigning a material to layers/parts
		- 2) linking particular layers/parts together
		- If done well, linking can make things much easier later on
		- If done badly, you can end up with unwanted links
		- You can unlink on scene tree, or by clicking object
		- You can edit a material in the scene tree, or by clicking on the part
* Material tab
	+ You can customize materials in MANY ways
	+ Show how to add an opacity map (for mesh on front of radio)
* Environment
	+ Zoom back – hold control and click drag to rotate environment
	+ Use arrows to adjust lighting (up and down arrows for big adjustment)
	+ Background color/ image
	+ Ground shadows, etc.
* Camera
	+ How to adjust:
		- With mouse
			* orbit with left mouse button
			* pan by holding down middle mouse button
			* zoom by rolling middle mouse wheel
			* to zoom selected, right click the part and select “look at”
		- With sliders
	+ How to save and name cameras
	+ Why we save cameras
	+ Set look at point (in tree / by clicking)
* Settings
	+ How to change
	+ Always use quality
* Can pause Keyshot’s rendering with Shift P – helpful if you need to pause to do some work in Rhino and need the processing power
* Library
	+ Materials
		- Show a few interesting materials
		- Add light
		- Show how you can drag onto a part
	+ Environments
		- Can be dragged over
	+ Backplates
		- Can be dragged over
	+ Textures
		- We’ll get to this later
* How to adjust CPU setting (will be less glitchy if you keep one processor free)
* Render
	+ Change location of output
	+ Change size
* How to create screenshots