**Technical crash course for Keyshot**

In Rhino:

* You can move parts in Keyshot, but it’s much easier in Rhino (get everything arranged before moving on to Keyshot)
* Show how to expand/collapse all layers
* Show how to hide/show multiple layers at once
* Show how to rename layers / use tab to add new layers
* Organize parts by material onto different layers (show example file)

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
    - 2) linking particular layers together
    - If done well, linking can make things much easier later on
    - If done badly, you can end up with unwanted links
    - How 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 radio)
* Environment
  + Zoom back – show how you can hold control to rotate environment
  + Use arrows to adjust lighting
  + 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
* How to pause with Shift P
* Library
  + Materials
    - Show a few interesting materials
    - Add light to bulb
    - Show how you can drag onto a part
  + Environments
    - Can be dragged over
  + Backplates
    - Can be dragged over
  + Textures
    - Later
* How to adjust CPU setting
* Render
  + Change location of output
  + Change size
* How to create screenshots