Metal Material Mastery

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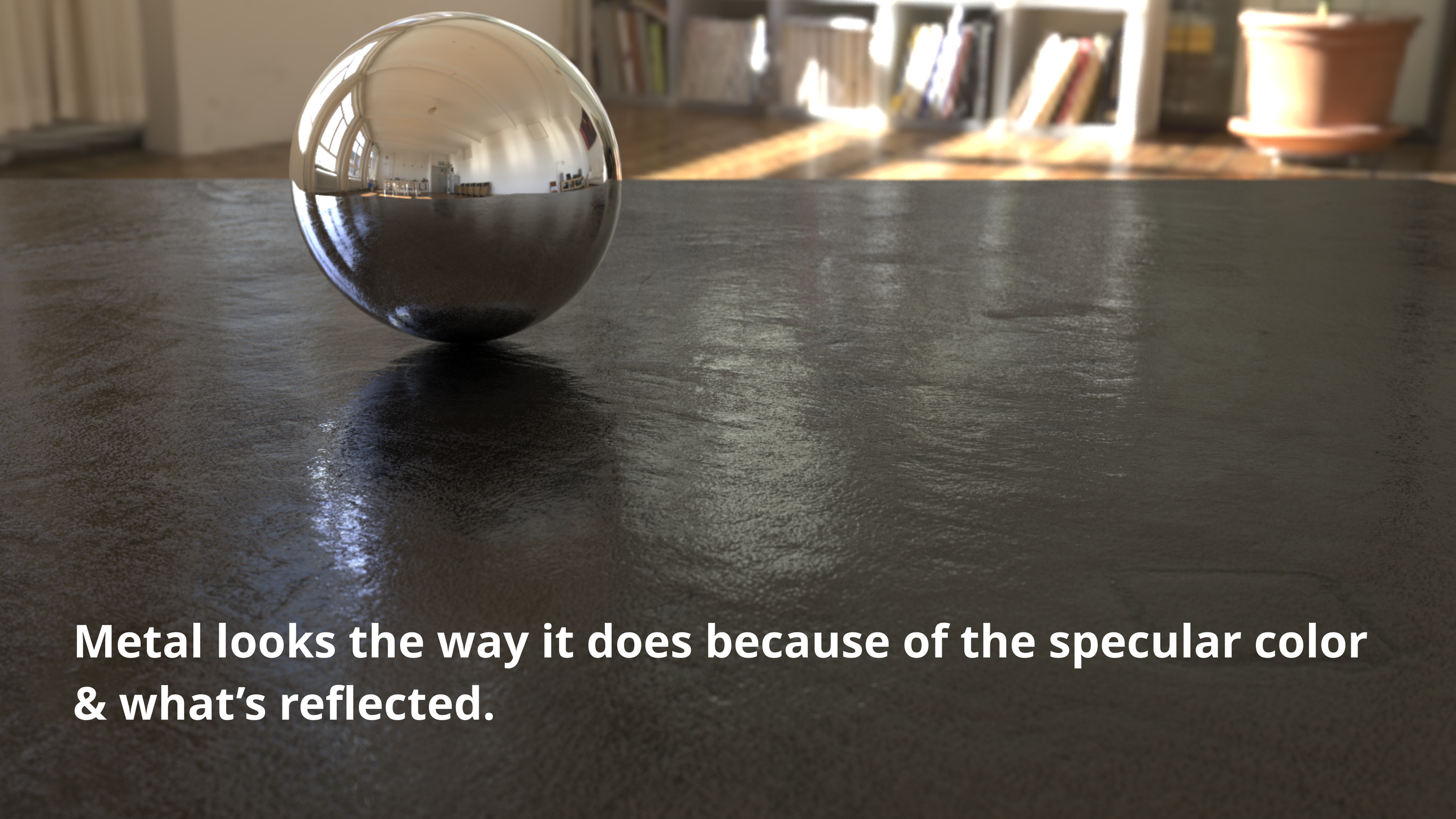
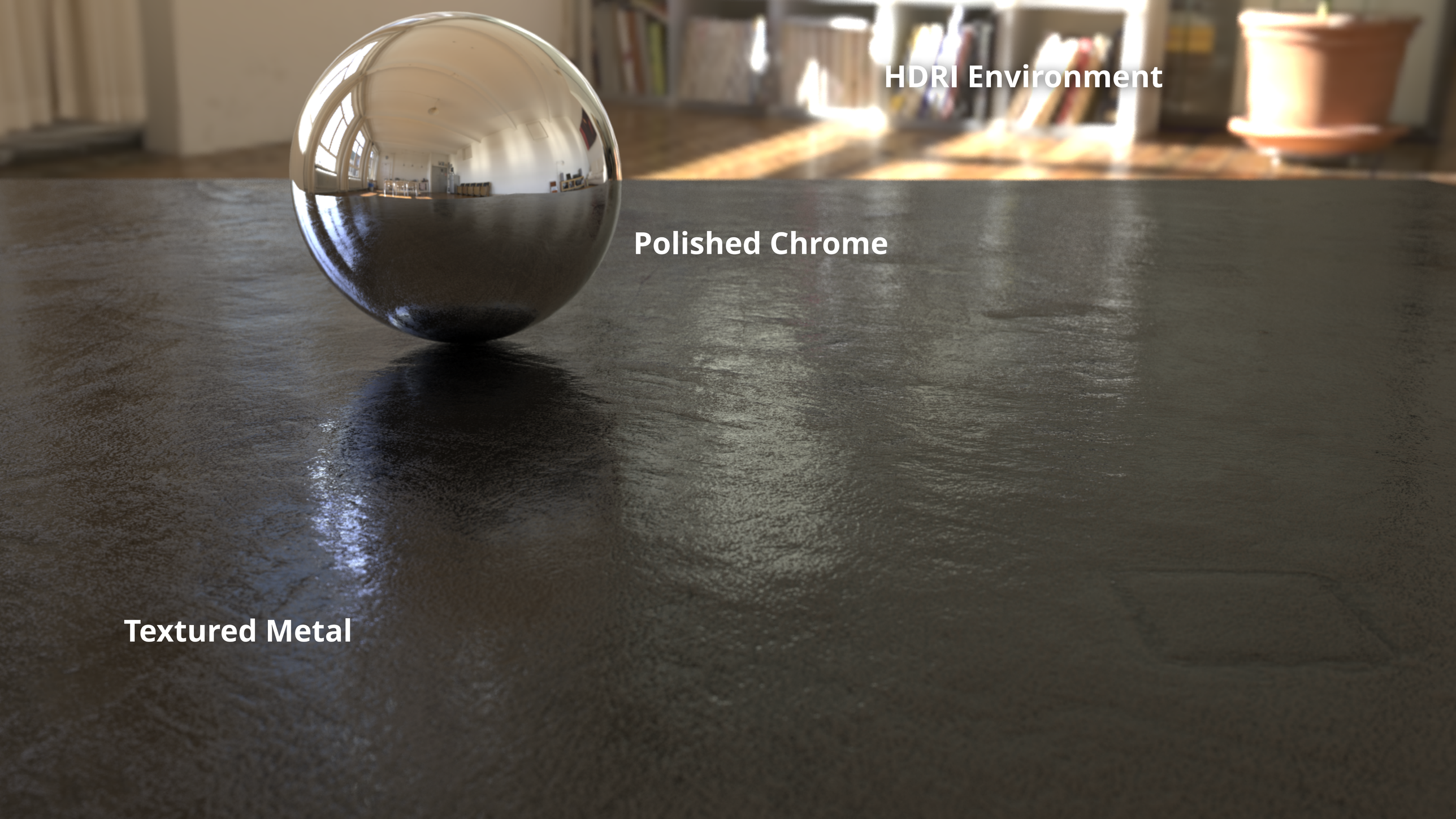
Topics

- How Metals work
- Best practices for modeling
- KeyShot Material Properties:
  - Metal
  - Metallic Paint
  - Anisotropic
- Working with Textures
  - Brushed
  - Machined
  - Worn
- Lighting techniques for Metals
  - Tips & tricks
- Q & A

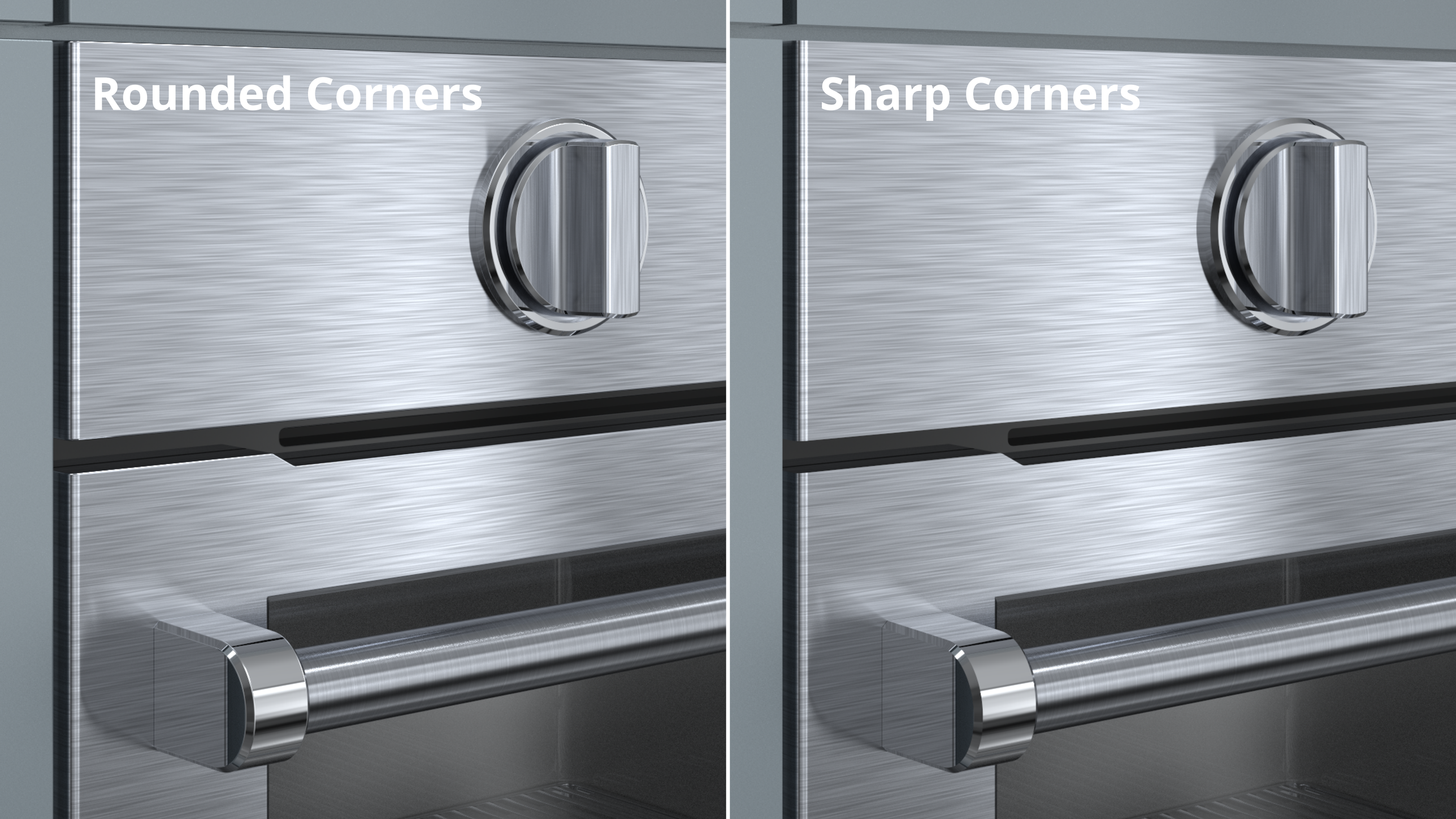


Metal looks the way it does because of the specular color & what’s reflected.


HDRI Environment
Polished Chrome
Textured Metal

Material + Lighting Environment = Result

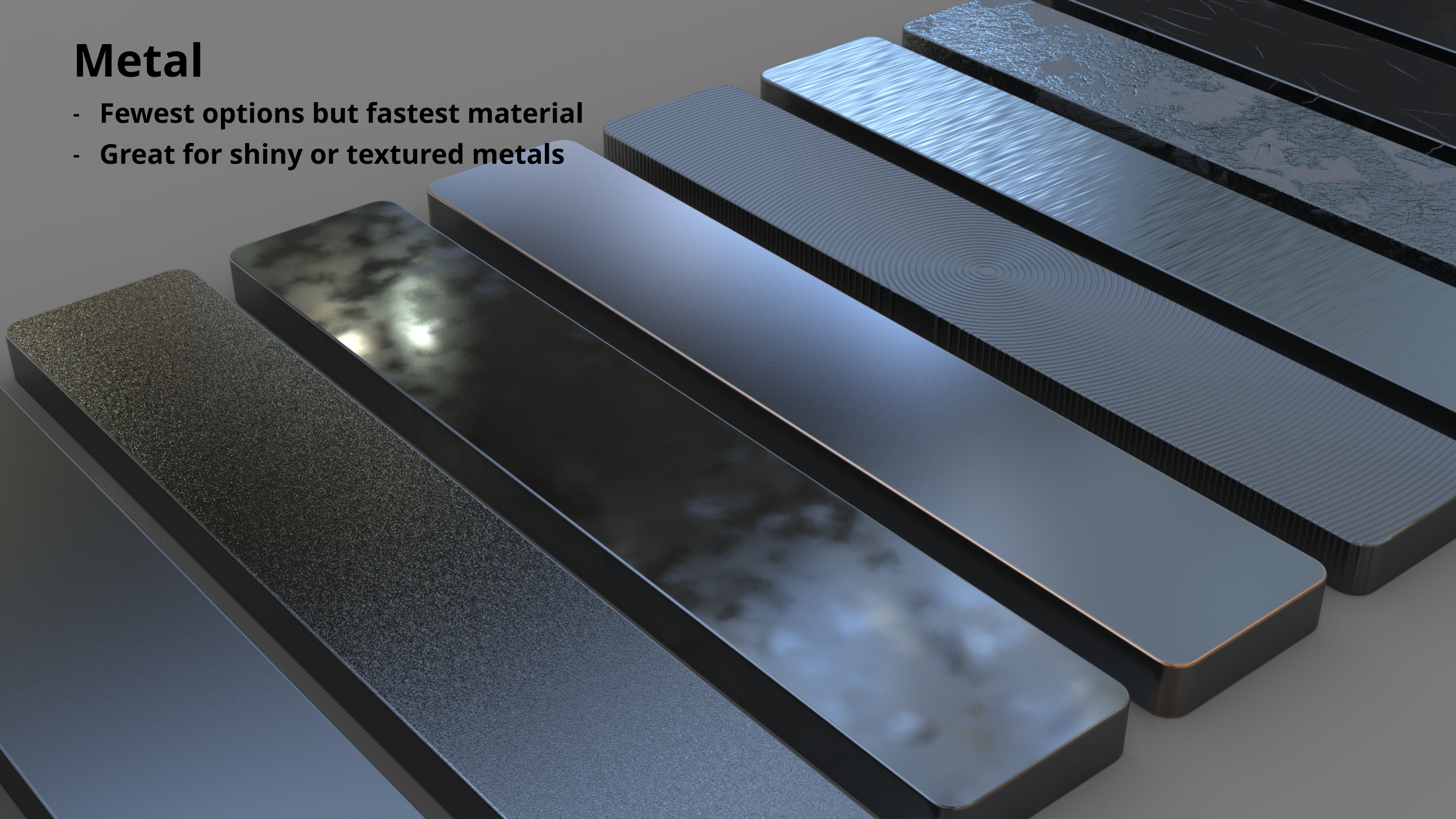
Geometry is still important


Rounded Corners
Sharp Corners

Material + Lighting Environment = Result

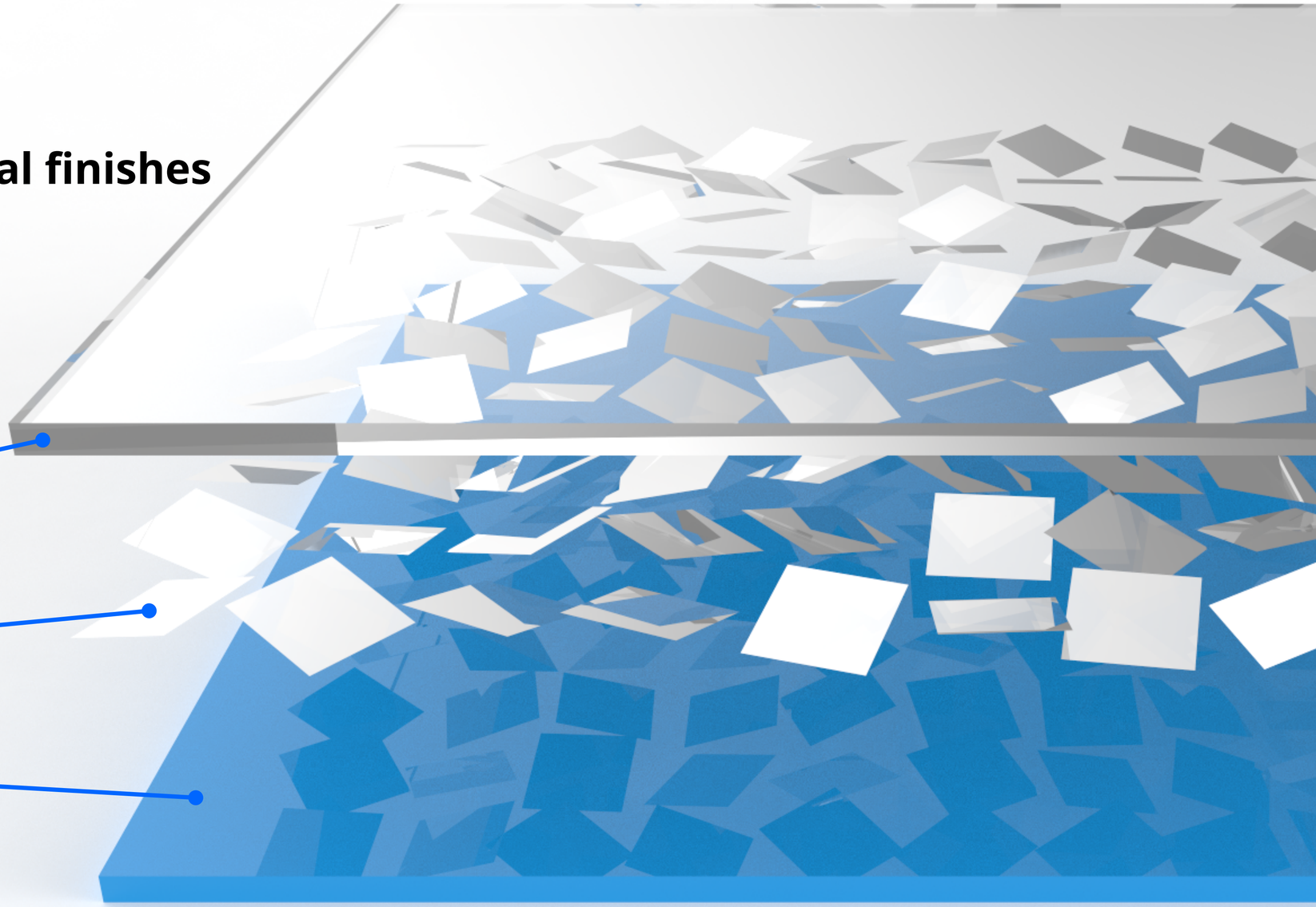
Metal

- Fewest options but fastest material
- Great for shiny or textured metals



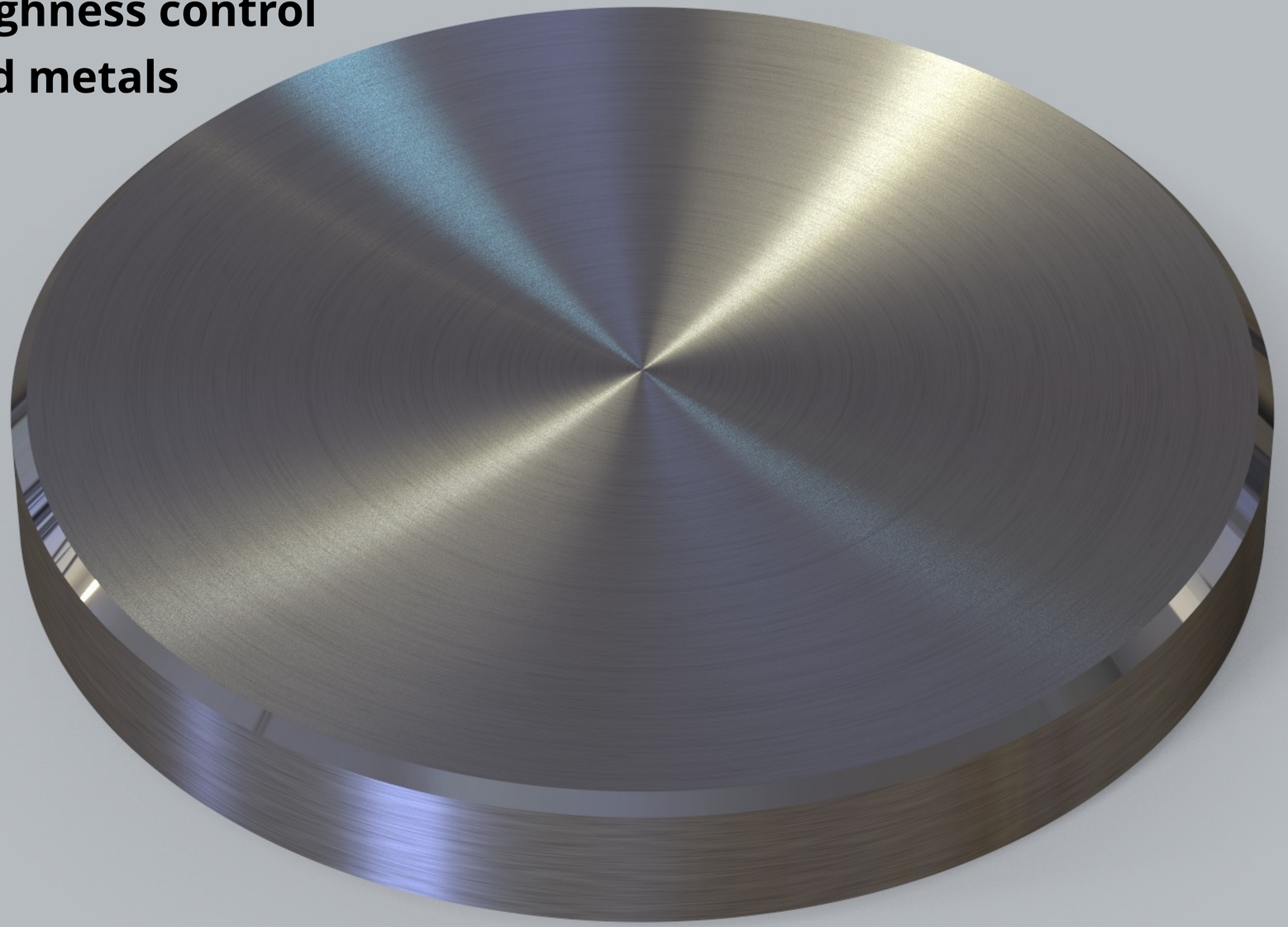
Metallic Paint

- More options & control
- Layered material
- Great for coated & faux metal finishes



Anisotropic (Advanced metal)

- Most control over reflections
- Versatile due to X / Y roughness control
- Best material for brushed metals



Material + **Lighting Environment** = Result

Same materials,
different environment

Model courtesy of Stryker

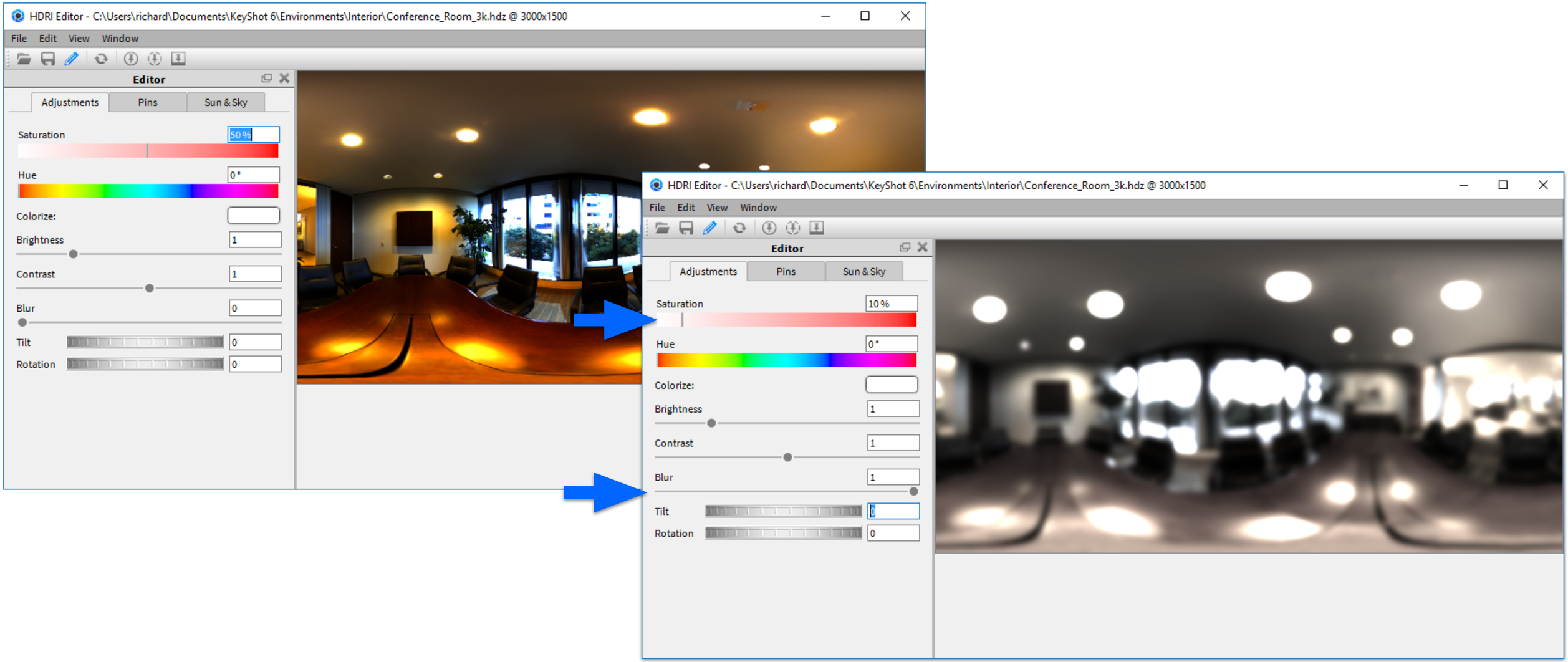
For rendering metals, lighting is equally important as material settings.

With KeyShot Pro, the HDRI Editor enables full control over environment lighting.

Use pins to get perfect results

Model courtesy of Stryker

Desaturate & blur image-based HDRI's to quickly improve results



stryker
stryker

Material + Lighting Environment = **Result**

Questions?

Resources:

- www.keyshot.com/blog
  - How to Render Brushed Metals in KeyShot
  - Roughness Textures
  - The Difference Between KeyShot Roughness and Bump Textures

  - www.keyshot.com/forum

- Textures
  - KeyShot Cloud Library
  - www.poliigon.com

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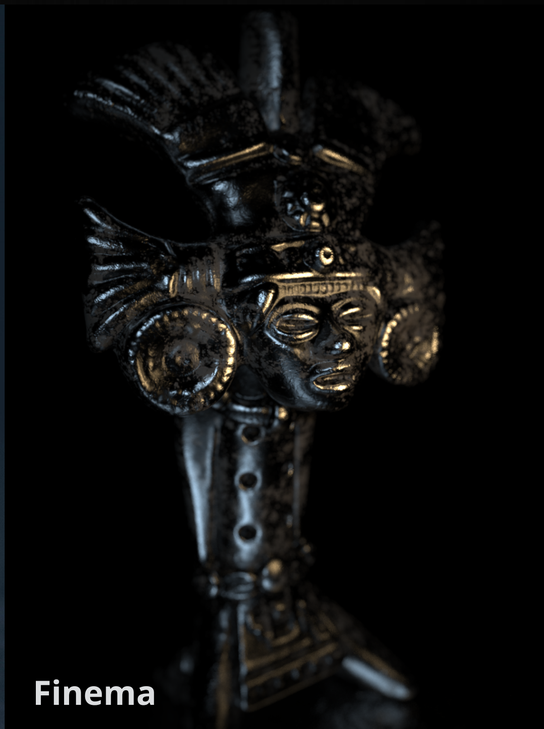
Finema

Thank you for watching!

keyshot.com/learning