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.
Material + Lighting Environment = Result
Geometry is still important
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
Desaturate & blur image-based HDRI’s to quickly improve results
Material + Lighting Environment = Result
Questions?
Resources:

- [www.keyshot.com/blog](http://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](http://www.keyshot.com/forum)

- Textures
  - KeyShot Cloud Library
  - [www.poliigon.com](http://www.poliigon.com)
Thank you for watching!

keyshot.com/learning