

**Date:- 28.02.2022**

**Latest Announcements**

**KeyShot 11 Release**

KeyShot 11 will be released on February 8th on a subscription license basis!

**What’s New in KeyShot 11 ?**

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**3D Paint Tool**

Keyshot's new 3D paint tool gives users the ability to customize surface

finishes and textures by directly painting or stamping on the surface of the

model.

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**Physics Simulation**

Physics simulation will allow users to record the physics & collision detection

and apply it as a Keyframe animation.



**Color, Material, Finish (CMF) Tool** Customers can use the CMF Tool in KeyShot 11 to output callouts on their

renders. Users can identify material descriptions, material costs, texture finish,etc..

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**FBX Deformable Animations**

KeyShot users can now import FBX deformable animations. Previously, only

Alembic (.abc) deformable animations could be imported into KeyShot.

FBX import includes FBX files with .mc/.mcx cache files, used by CLO,

VStitcher and Maya for export simulations and also FBX files with rigged

animations.

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**Web Viewer**

Customers with KeyShot 11 and KeyShot Web ( *Subscription Only)* can now

upload KeyShot files to the new KeyShot Web Viewer, so they can interact and

share scenes online with others from any device, anywhere.