



Working With Models

Overview

This section covers import, export, model setup and working with 3D CAD data.

With KeyShot, you can directly import all major 3D file formats, plus KeyShot has many free plugins for 3D modeling software. On import, KeyShot will automatically recognize your model's up orientation and match it. Other import options allow you to quickly adjust the location and import quality.

KeyShot allows you to control the model units, show/hide parts, group, duplicate parts/assemblies and create patterns of your imported data. We'll start with bringing your model in, then go over navigation and manipulating the models in your scene.

KeyShot Pro adds export options, allowing you to export formats to use in other 3D modeling and 3D printing software or upload to view in a web browser.

In this section

- Supported File Formats (<https://manual.keyshot.com/keyshot11/manual/models-tab/supported-file-formats/>)
- Adding Geometry (<https://manual.keyshot.com/keyshot11/manual/models-tab/adding-geometry/>)
- Import (<https://manual.keyshot.com/keyshot11/manual/models-tab/import/>)
- KeyShot Plugins (<https://manual.keyshot.com/keyshot11/manual/models-tab/keyshot-plugins/>)
- Scene Units (<https://manual.keyshot.com/keyshot11/manual/models-tab/scene-units/>)
- Scene Tree (<https://manual.keyshot.com/keyshot11/manual/models-tab/scene-tree/>)
- Hiding And Showing Parts (<https://manual.keyshot.com/keyshot11/manual/models-tab/hiding-and-showing-parts/>)
- Moving Models and Parts (<https://manual.keyshot.com/keyshot11/manual/models-tab/moving-models-and-parts/>)
- Duplicating Models/Parts (<https://manual.keyshot.com/keyshot11/manual/models-tab/duplicating-models-parts/>)
- Pattern Tool (<https://manual.keyshot.com/keyshot11/manual/models-tab/pattern-tool/>)

- Rounded Edges (<https://manual.keyshot.com/keyshot11/manual/models-tab/rounded-edges/>)
- Revision Manager (<https://manual.keyshot.com/keyshot11/manual/models-tab/revision-manager/>)
- Geometry View (<https://manual.keyshot.com/keyshot11/manual/models-tab/geometry-view/>)
- Model Sets (<https://manual.keyshot.com/keyshot11/manual/models-tab/model-sets/>)
- Export (<https://manual.keyshot.com/keyshot11/manual/models-tab/export/>)
- Library Models (<https://manual.keyshot.com/keyshot11/manual/models-tab/library-models/>)