

What is HyperShot

Realtime Raytracing Features:

- Interactive wysiwyg raytracing
- Photon mapping
- HDRI lighting
- Global illumination
- Ambient occlusion
- Final gathering
- Environment shadow casting
- Self and inter-object shadow casting
- Environment reflections
- Refraction
- Caustics
- Inter-object light bouncing

True physics-based materials:

- Scientifically accurate preset and adjustable materials
- Fresnel reflections
- Advanced absorption
- Spectral Dispersion
- Advanced transmittance
- Advanced anisotropy with angle mapping
- Procedural texture mapping
- Bump mapping
- Sub-surface scattering
- Thin Film Interference / Iridescence
- Adjustable IOR

Lighting:

- All lighting and shadow casting from HDRI (High Dynamic Range Image)
- HDRI interaction and control

Camera optics features:

- Interactive focal length adjustment
- F-Stop
- Interactive Depth of field with focal point selection

Rendering features:

- Alpha channel
- Image finishing control
- Render to external window
- jpeg (8bit), tiff (16bit) output

Architecture:

- Highly optimized parallel architecture
- CPU based
- Near linear performance scale with additional CPUs

Supported 3D data formats and applications:

- Data formats
 - Obj
 - IGES
 - STEP
- Application
 - SolidWorks – sldasm, sldprt, IGES, STEP
 - Pro/E – Obj, IGES, STEP (native support coming soon)
 - Catia v4/v5 – IGES, STEP
 - ICEM Surf – IGES, STEP
 - NX5 – IGES, STEP
 - SolidEdge – Obj, IGES, STEP
 - Inventor – Obj, IGES
 - Alibre – IGES
 - SpaceClaim – IGES, STEP
 - Rhino – 3dm, IGES, STEP, Obj
 - SketchUp – Obj (native support coming soon!)
 - 3D Studio Max – Obj
 - Maya – Obj, IGES
 - Alias Studiotools – Obj, IGES
 - Modo – Obj
 - Cobalt – IGES, STEP
 - Form Z – Obj, IGES, Step
 - Adobe Acrobat 3D – Obj, IGES, STEP
 - Right Hemisphere – Obj, IGES, STEP
 - Seemage – Obj

What's in the box:

- HyperShot
- 9 HDRIs and matching back plates
- Material library
- Manual

Configurations and Hardware Requirements

	HyperShot Web	HyperShot HD	HyperShot Pro
Realtime Resolution	up to 800 by 450	up to 1,920 by 1,080	up to 2,560 by 1,600
Rendering Resolution	up to 360k pixels	up to 4.1m pixels	unlimited
Operating System	Windows XP 32/64bit, Windows Vista 32/64bit, Windows 2003 Server Edition, 32/64bit Mac OS X, Linux 32/64bit (coming soon)		
CPU Minimum	PC or Intel-based Mac w/ single core CPU, Intel Pentium or AMD Processor		
CPU Recommended	PC or Intel-based Mac w / dual core CPU or higher		PC or Intel-based Mac w/ 4 cores or higher (for running at maximum screen resolution)
Memory Minimum	1GB of RAM		
Memory Recommended	2GB of RAM (for larger objects)		
Disk Space	100MB or more		
Graphic Card	Any		
Monitor	1,280 by 1,024 or higher		
Internet Connection	Required for download and activation		