

Placing Keyshot Labels across Different Materials

This Tech Tip looks at how to place labels on to your models when creating your Keyshot renderings to give it the final touch.

KeyShot allows you to easily place labels on parts by assigning an image such as a logo to a material applied to part faces. The image can then be moved around, scaled, rotated and its shininess adjusted. This makes it easy for you to get your labels placed on your parts as needed. But what if the label or logo goes across two different materials? One would think the user would have to place the logo on both face materials, causing a nightmare to lineup both sides of the logo on each different material.

That is not really the case. KeyShot has special options to apply textures or labels seamlessly between faces containing different materials. Look at the picture on the right. It shows a model where the Siemens logo was applied. As the two faces are different materials, metallic paint of different colors, the logo only appears on the bottom face as it was added to that material. This is not what you would want.



So what is the easiest way to deal with this situation? First, make sure you know the material applied to the top faces, in this case the silver round faces. You will manually apply that material again at the end of this simple procedure.



Select the Scene tab on the Project menu. On the screen, right-click anywhere on the white face where the label is and select Copy Material.

Now go over the silver round faces and do a right-click. Select Paste Material (not Paste Link Material). At this point you should see the labels wrap onto the rounded faces as they now contain the same material and the labels show in their entirety (image on the left). The problem is that the round faces are white, not silver as we need.

Finally, we will assign the silver material back onto the round faces. Drag the material from the library over the round faces but do not let go yet. Notice the message showing on the top of the screen:

Hold ALT to retain textures and/or CTRL to retain labels

The message is giving you the option to keep the textures or labels assigned to the face you are about to edit. If you hold the CTRL key as you apply the new material, the labels will be copied onto to the new material with the correct location, size, etc., and the transition will be flawless. The same can be done to textures by using the ALT key.

So, holding the CTRL key, apply the material to the round faces. As expected, they become silver and the labels remain, yielding the desired result. See image on the right.

Hopefully this tip will be useful to you when using KeyShot to create realistic images of your company products

