



Step 1: Import your 3D model

Use your BIP files, Rhinoceros, SketchUp, SolidWorks (PC only), Pro/ENGINEER (PC only, via plugin), IGES, STEP, OBJ, 3ds, Collada, and FBX data directly.

Step 2: Paint your model

Use any of the scientifically accurate materials from the material library by simply copying and pasting them onto the model. You will instantly see what your design will look like, with the given material, color, and finish, under the current lighting conditions.





Step 3: Choose your lighting

Simply select an environment image (HDRI). As soon as you change the lighting environment you will notice the effect the real world lighting captured in those environments has on materials, colors and finishes.

Step 4: Select a background image

Use any of the scientifically accurate materials from the material library by simply copying and pasting them onto the model. You will instantly see what your design will look like, with the given material, color, and finish, under the current lighting conditions.





Step 5: Adjust your camera

Change angle, distance, twist, focal length – just like a real camera.

Step 6: Enjoy the perfect picture

It is all happening in realtime – in front of your eyes.
You are done!

