

Keyshot - Adding Entourage

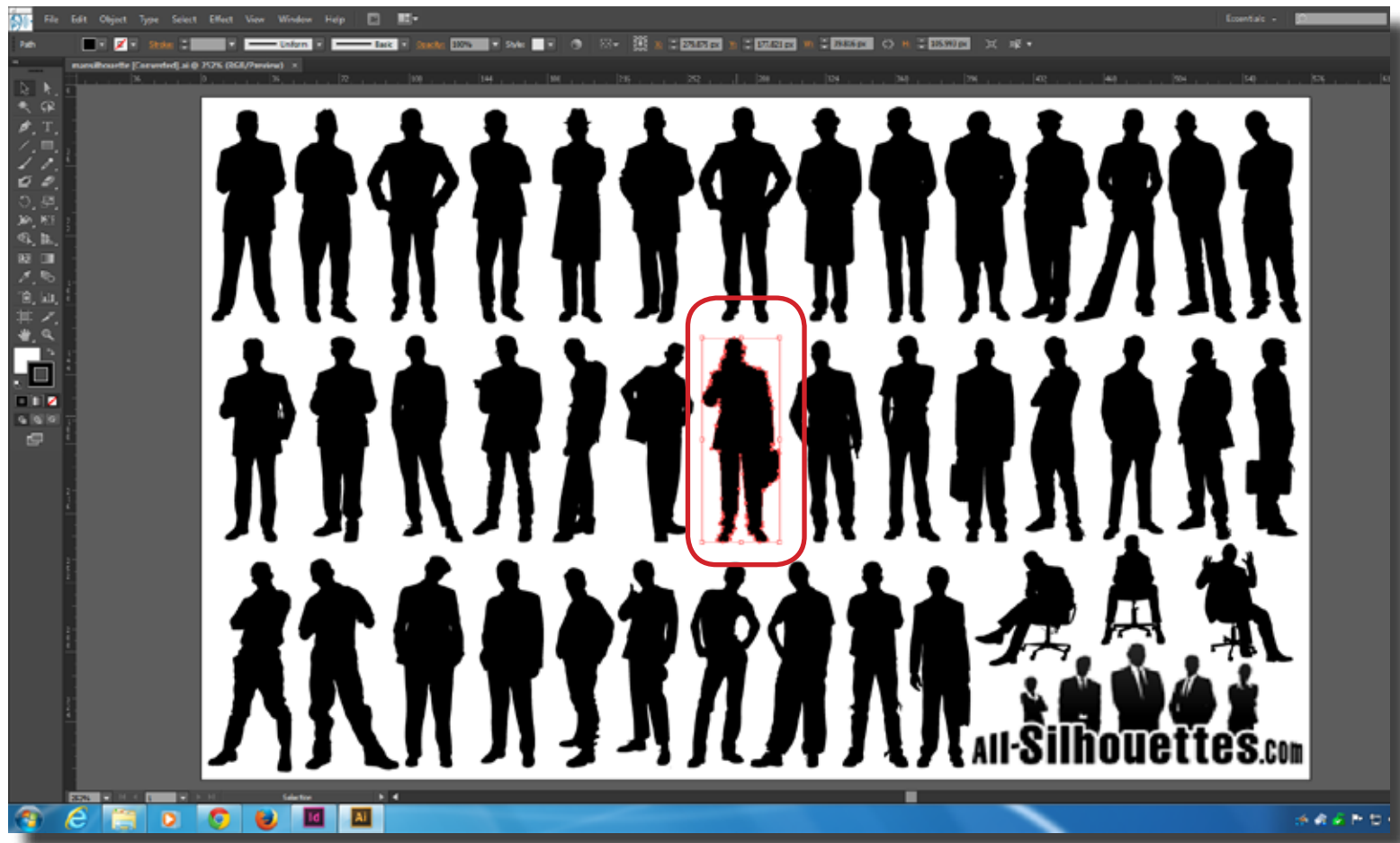
Introduction This tutorial is going to take you through the process of adding entourage or people in your Keyshot rendering. Adding entourage in your rendering is desirable as it gives your design a sense of scale and provides the setting in which it is going to be used.



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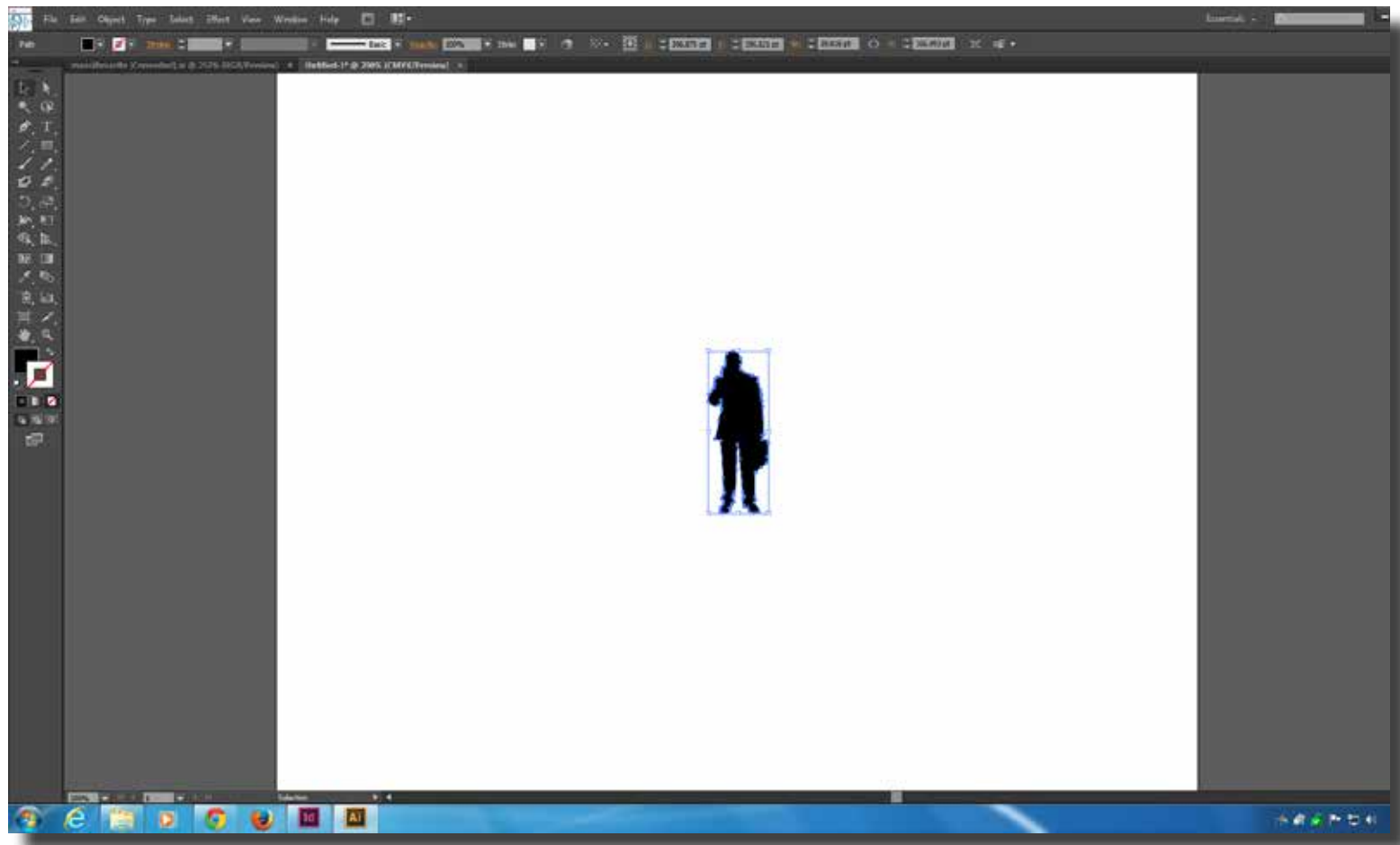
Step 1

To show scape in a 3D rendering in Keyshot, it is a good idea to add people in there. To do this you need to setup an illustrator file first. Find vector file of a silhouette of a person you want to show in your rendering. For this you can find a free vector file through an online image services which sell high-quality silhouettes or you can find free online files. Make sure it is in either EPS or AI format. Open the file in Adobe Illustrator and select silhouette you like.



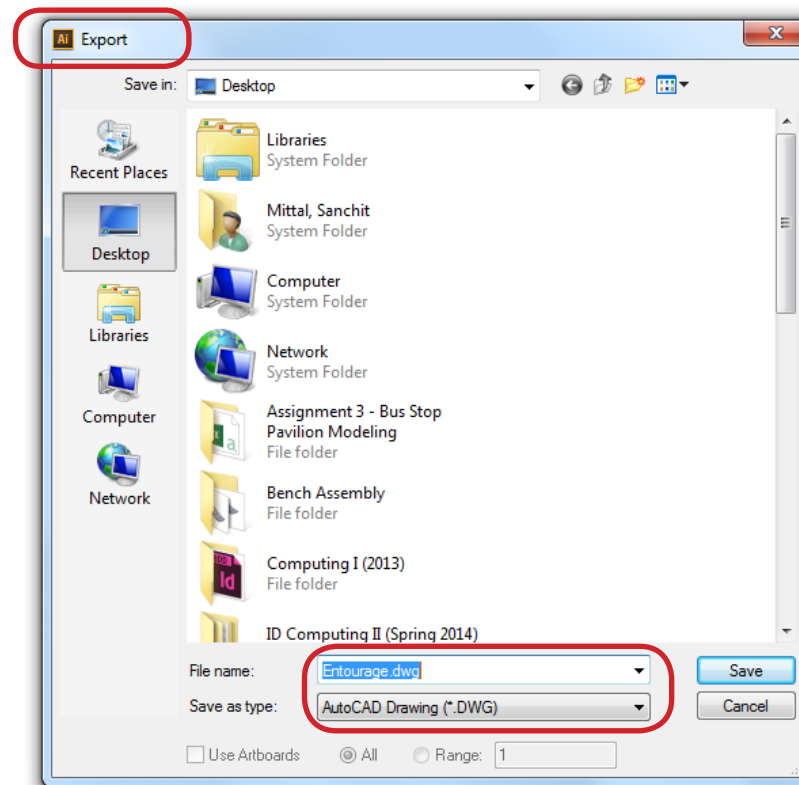
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Step 2 Copy that silhouette and paste that into a new document in Illustrator.



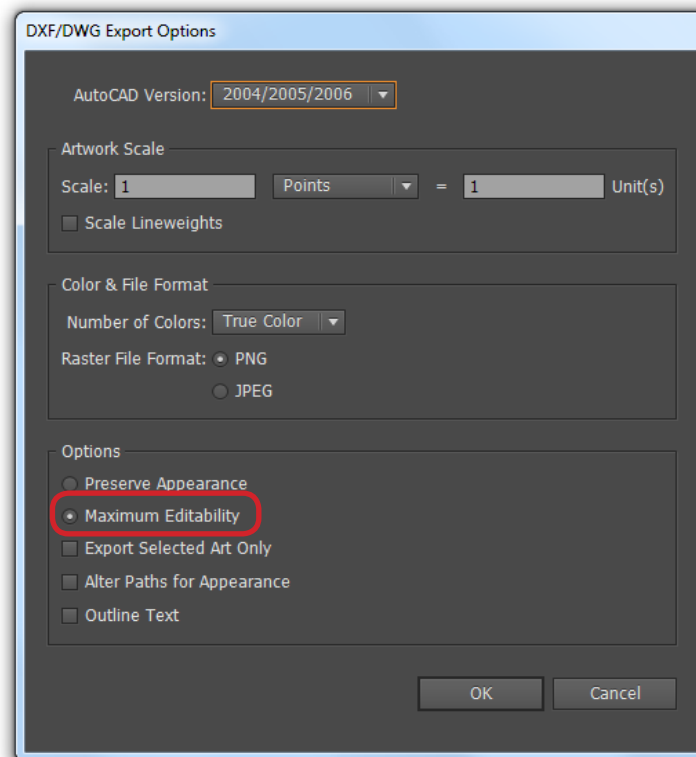
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Step 3 Next, go to File > Export and export it to any location you want as an AutoCAD Drawing (*.DWG) file. Click Save.



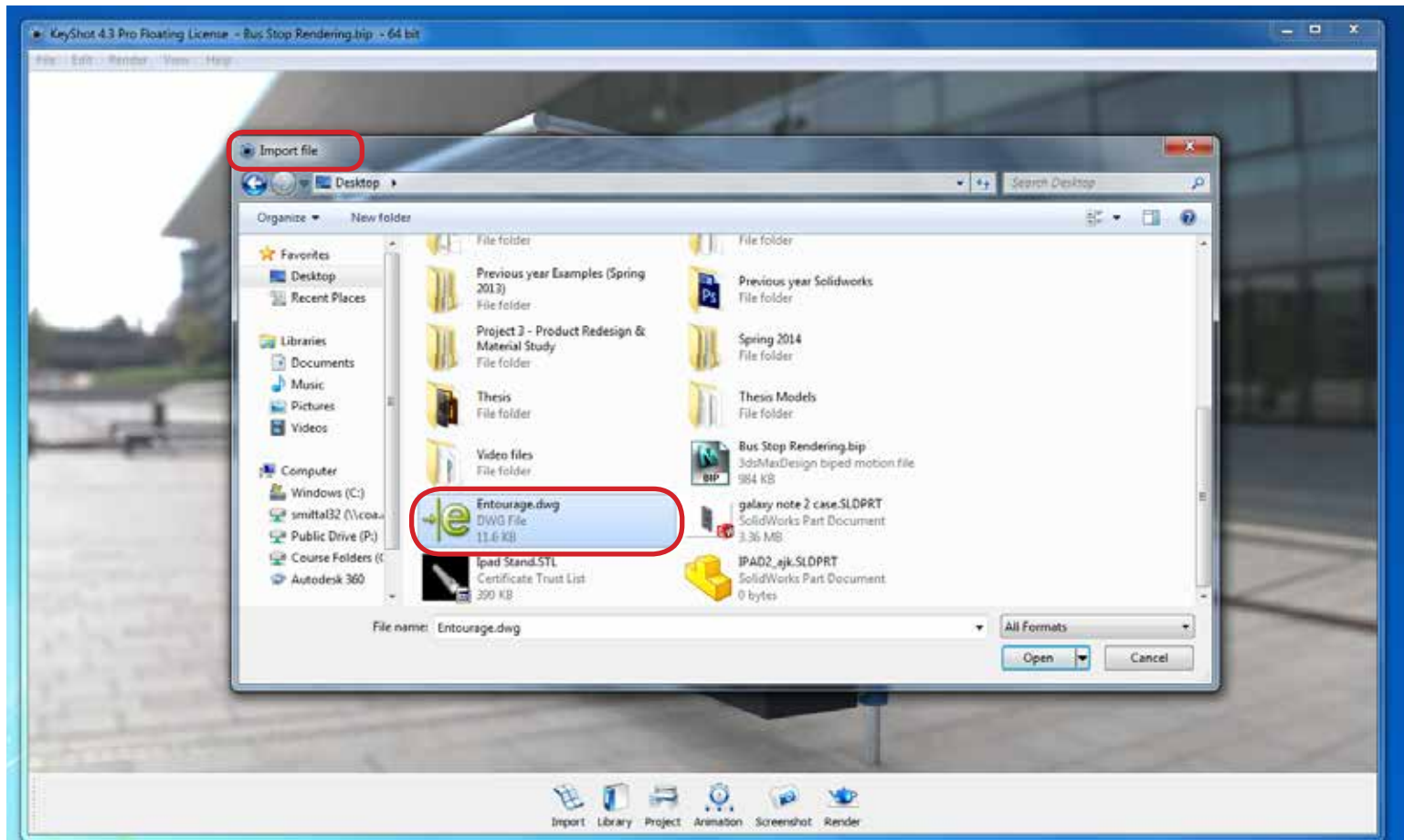
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Step 4 In the 'DXF/DWG Export Options' window, make sure to check 'Maximum Editability' option. Click OK after that.



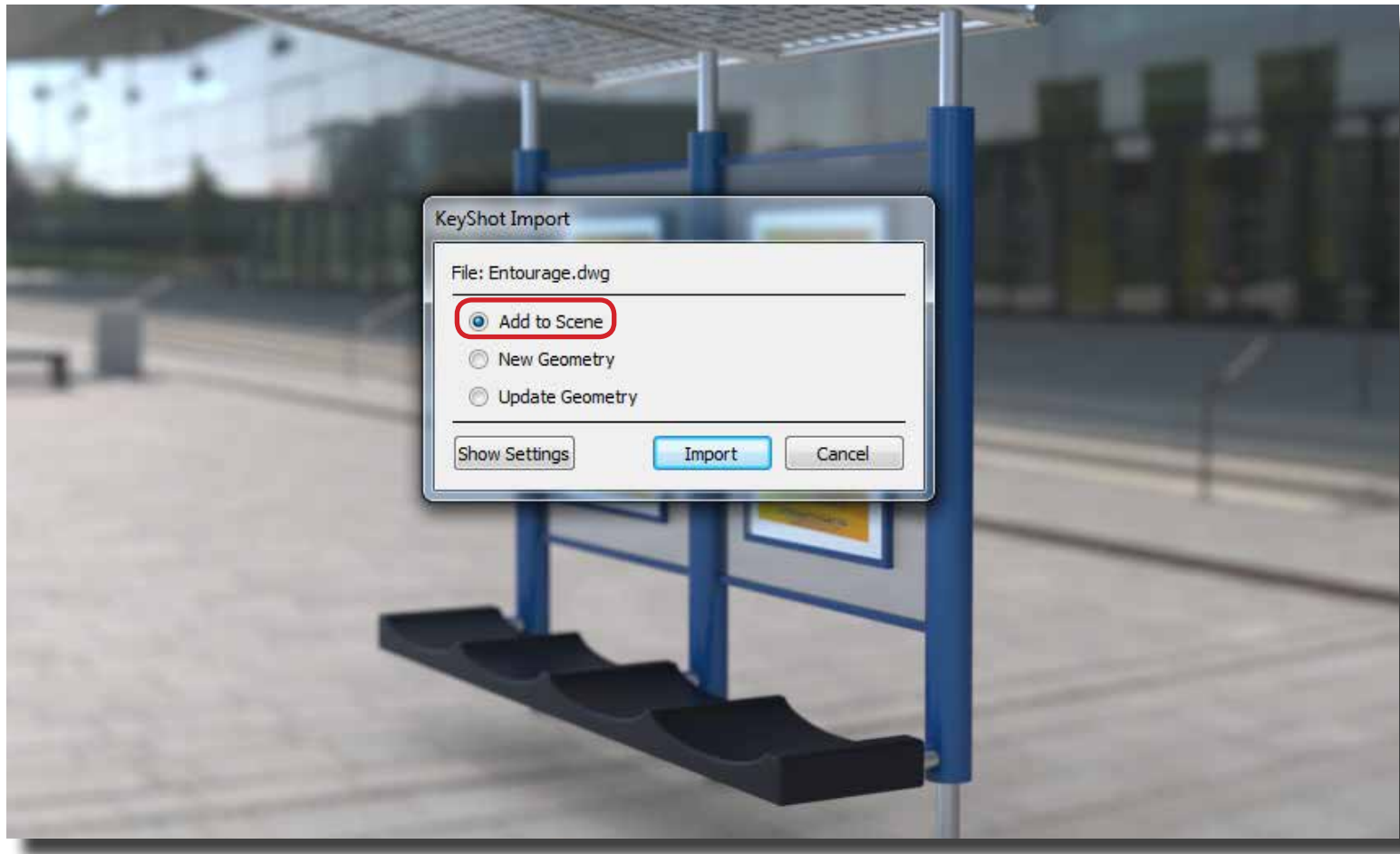
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Step 5 Open the keyshot file you are working with and got to File>Import to import your .DWG file. Click Open. You can also drag and drop the .DWG file on the scene in Keyshot.



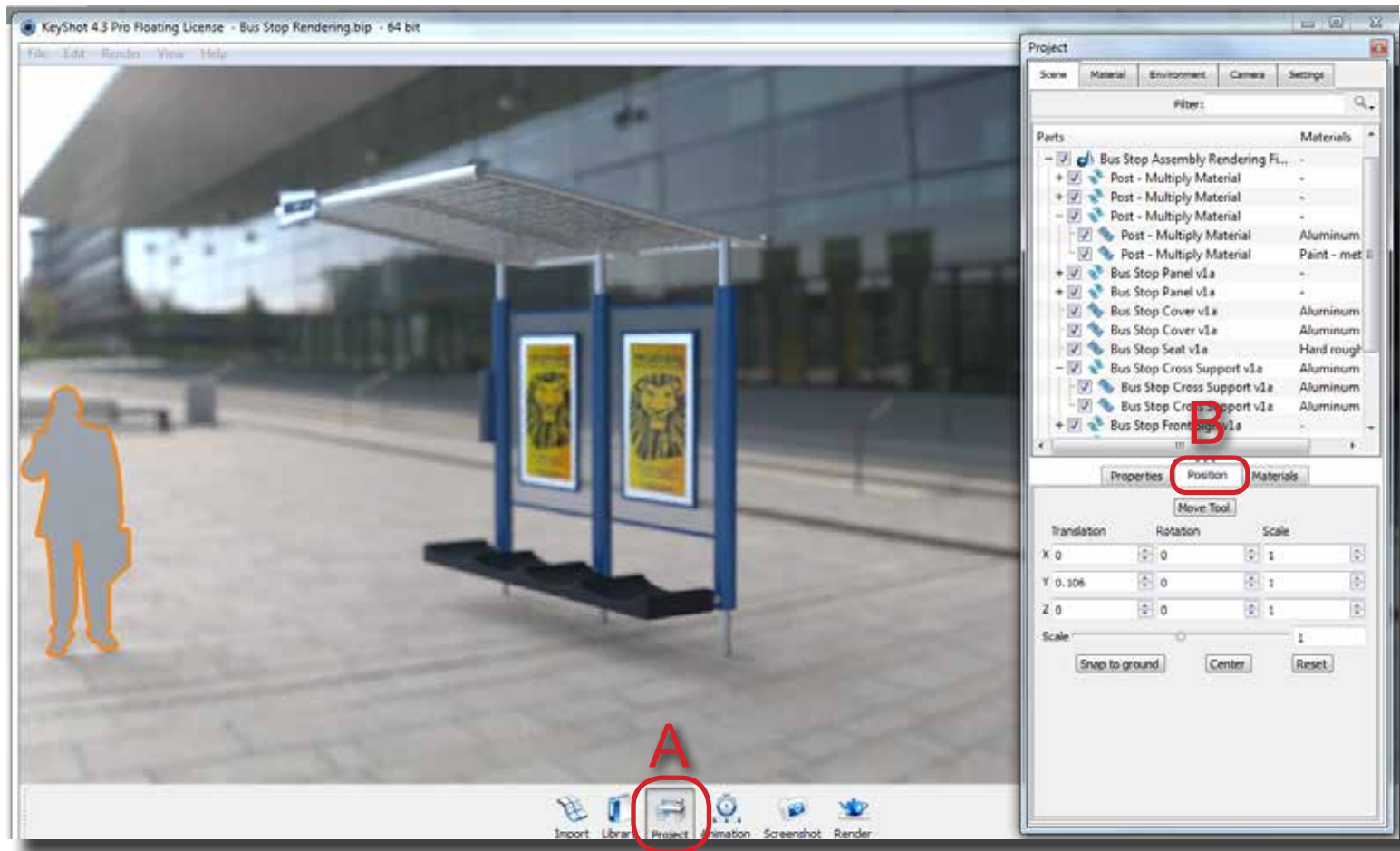
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Step 6 Under the 'Keyshot Import' window, select 'Add to Scene' and click 'Import'.



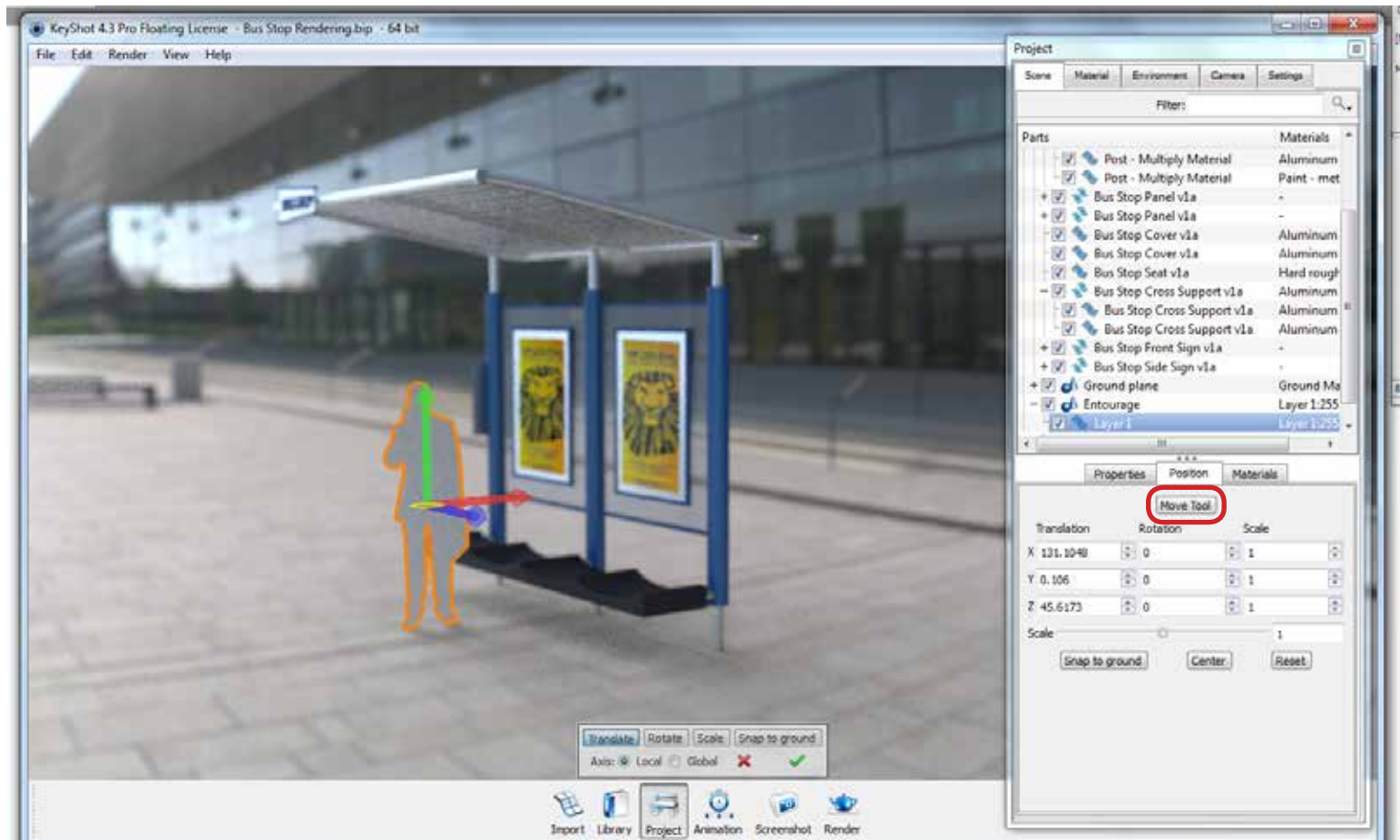
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Step 7 After importing the .DWG file, select the silhouette open the 'Project' window(A) and select the silhouette. After that click on the 'Position' panel(B) in the 'Project' window.



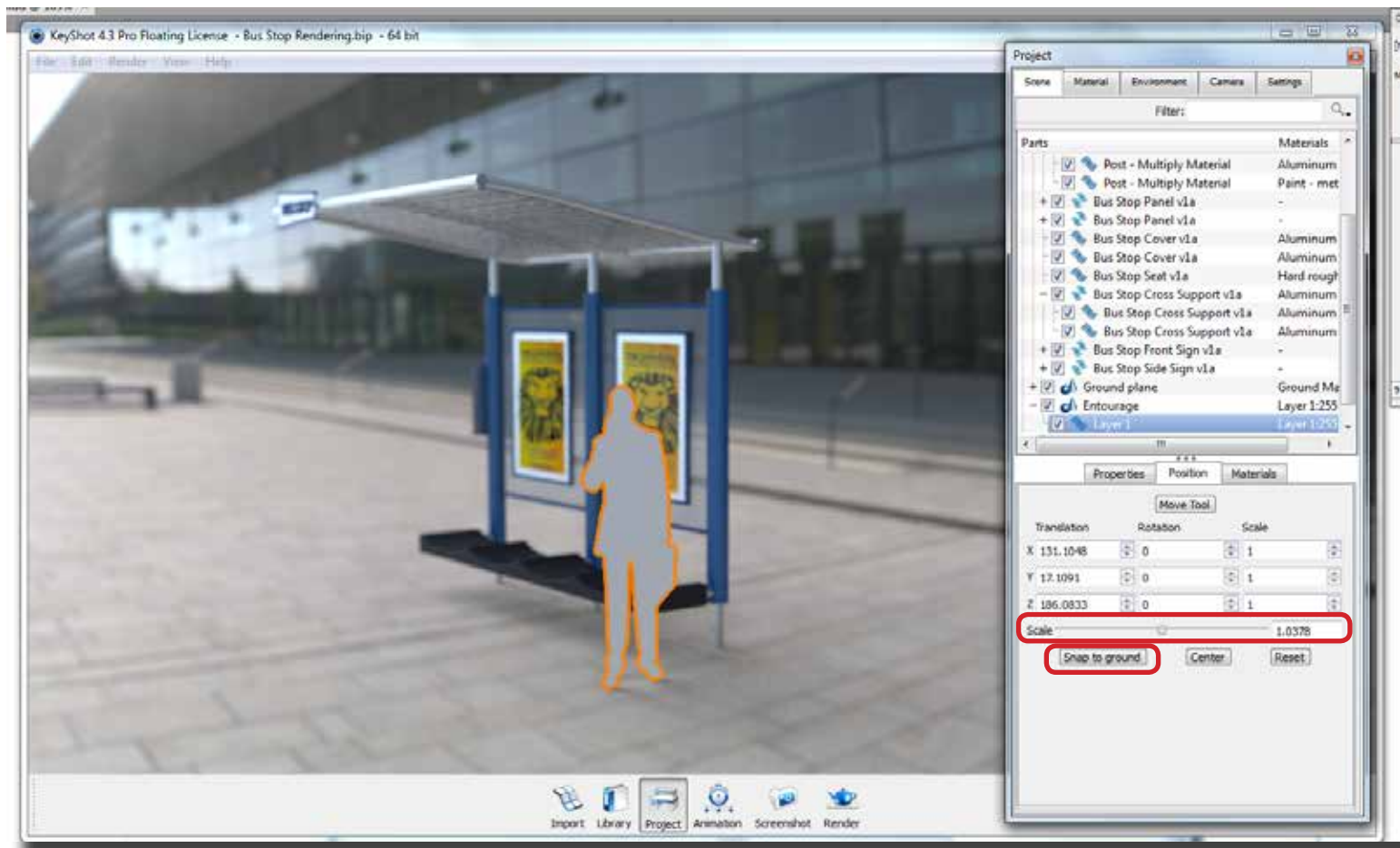
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Step 8 Click on the 'Move Tool' and use the colored arrows to drag the silhouette to an appropriate position.



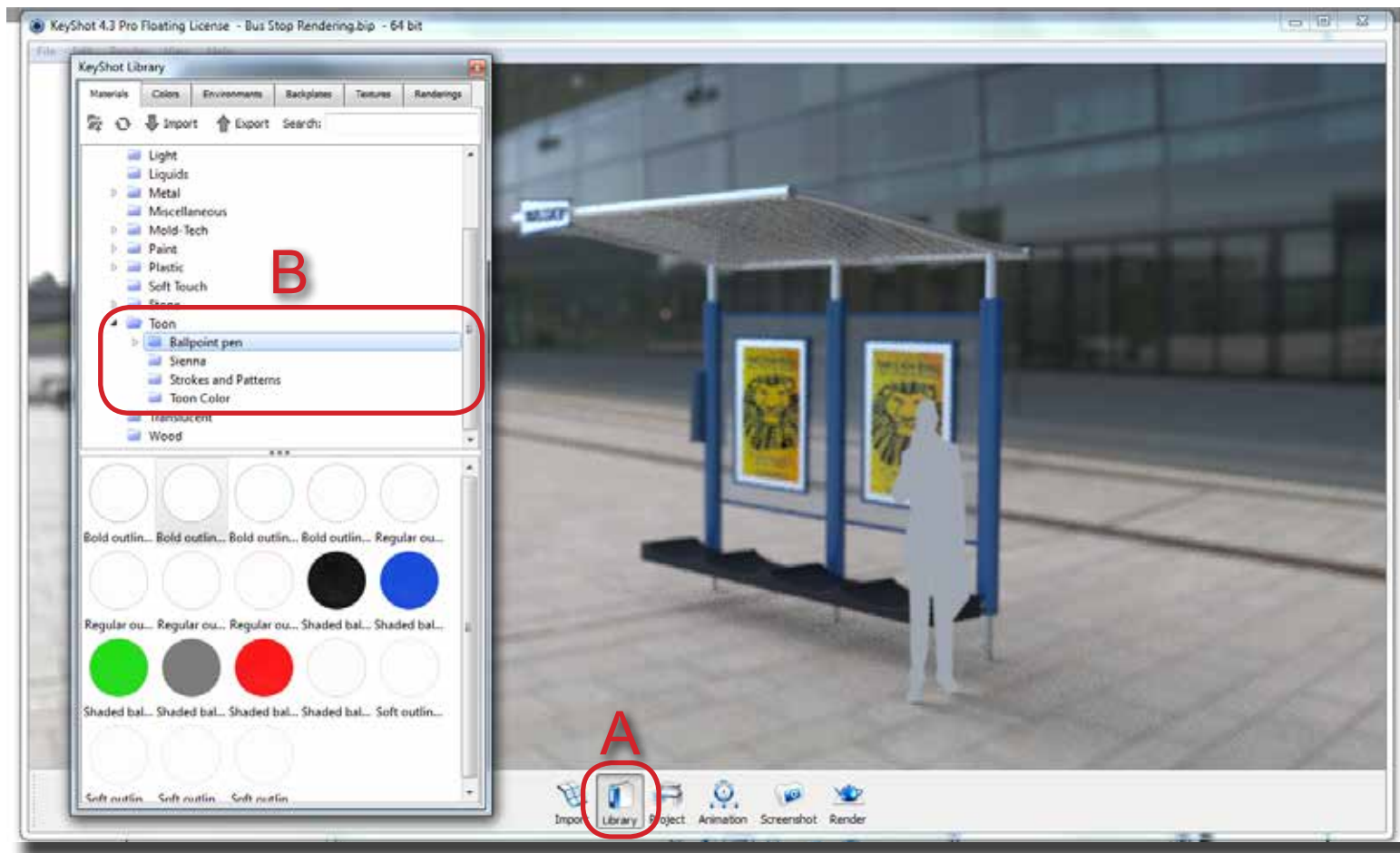
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Step 9 Use the 'Scale' bar to scale the silhouette to an appropriate size. Click 'Snap to ground' after scaling.



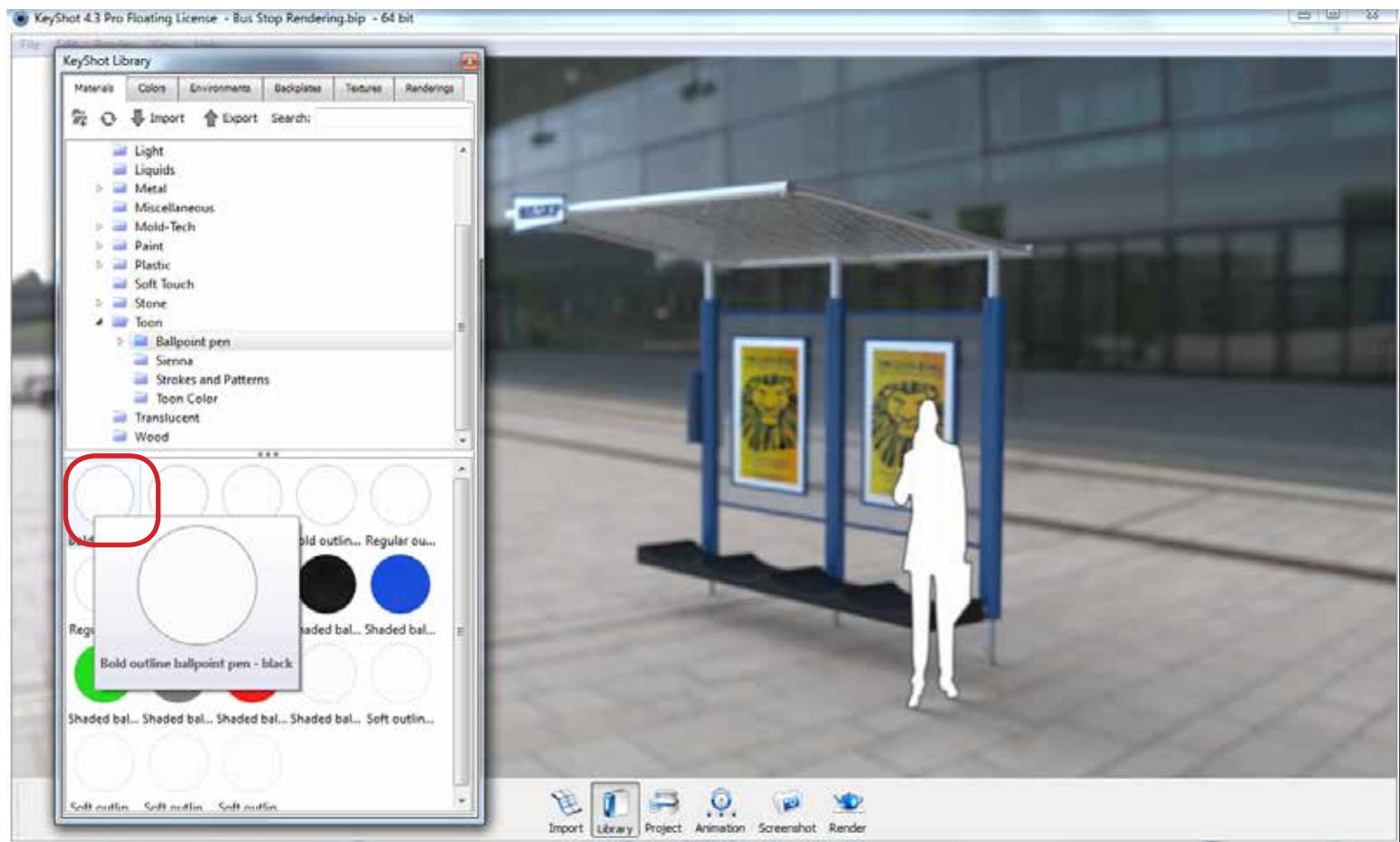
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Step 10 Next, Click on 'Library'(A) and the select Toon>Ballpoint pen(B) under the Materials tab.



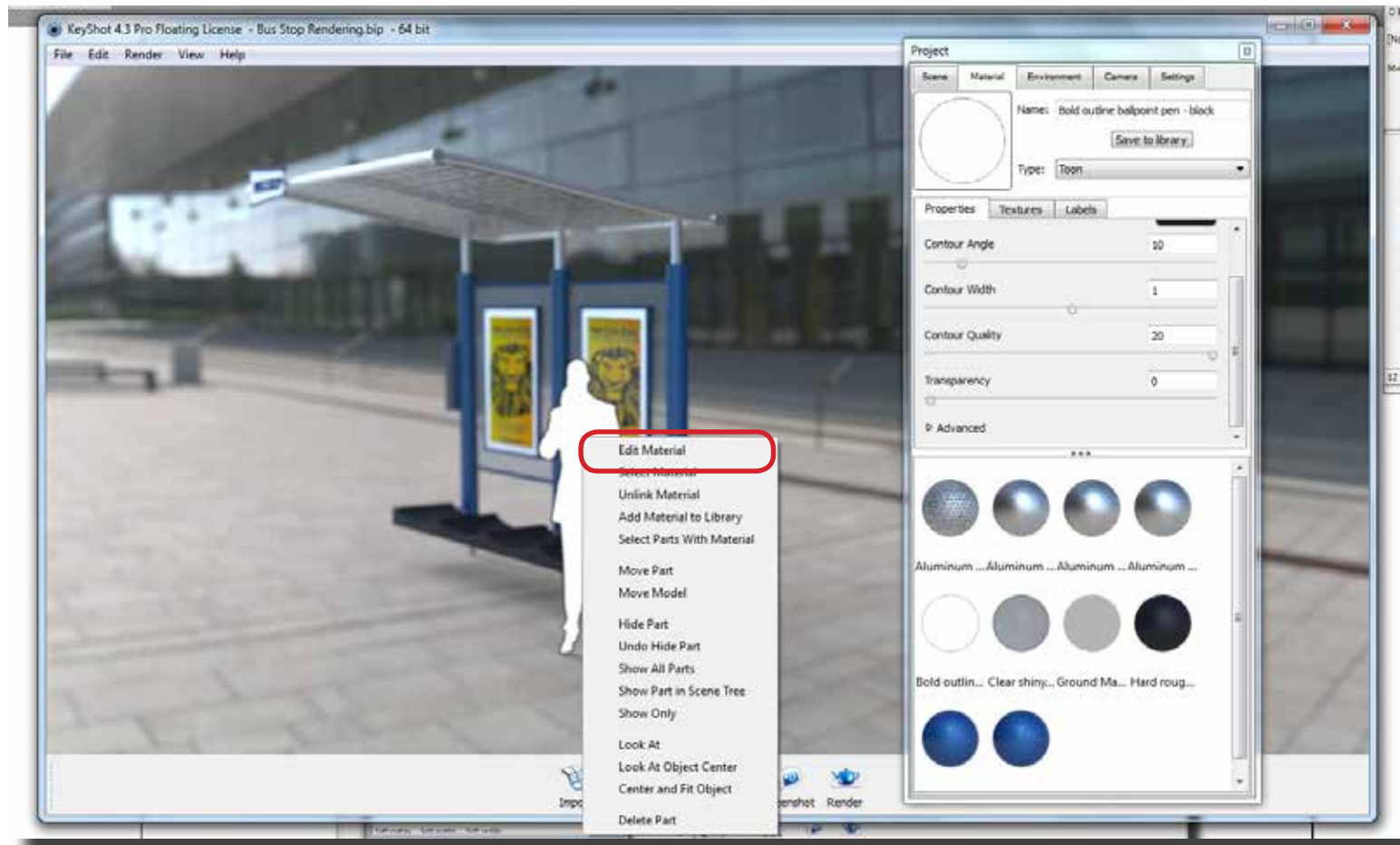
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Step 11 Drag and drop 'Bold outline ballpoint pen - black' onto the silhouette.



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Step 12 Right click on the silhouette and click on 'Edit Material'.



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Step 13 Right click on the silhouette and click on 'Edit Material'(A). Then you can control the 'Transparency'(B) of the silhouette inside the project window.

