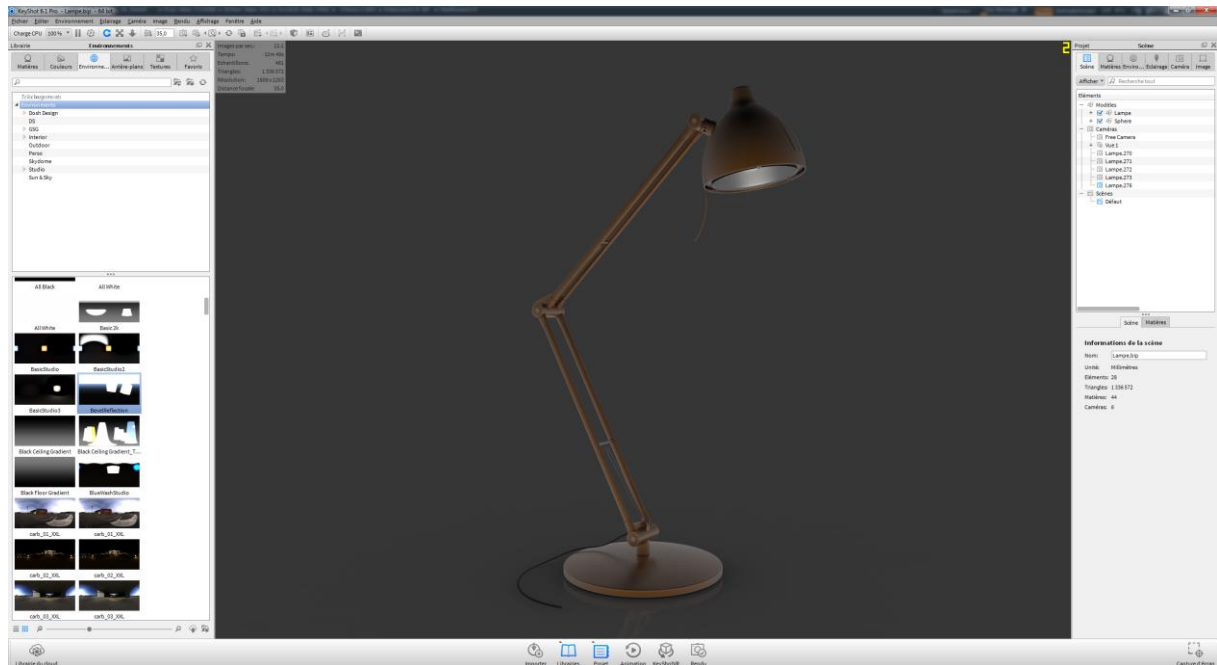
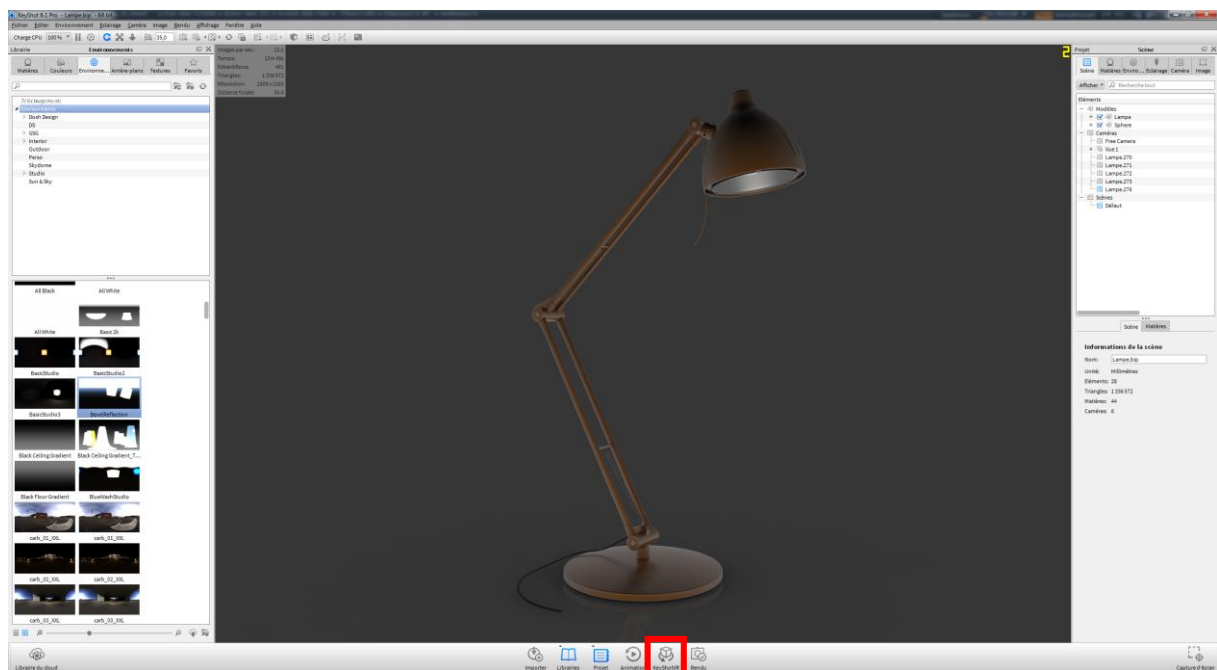


Creating a simple Gif animation file for Grabcad & Web with Keyshot

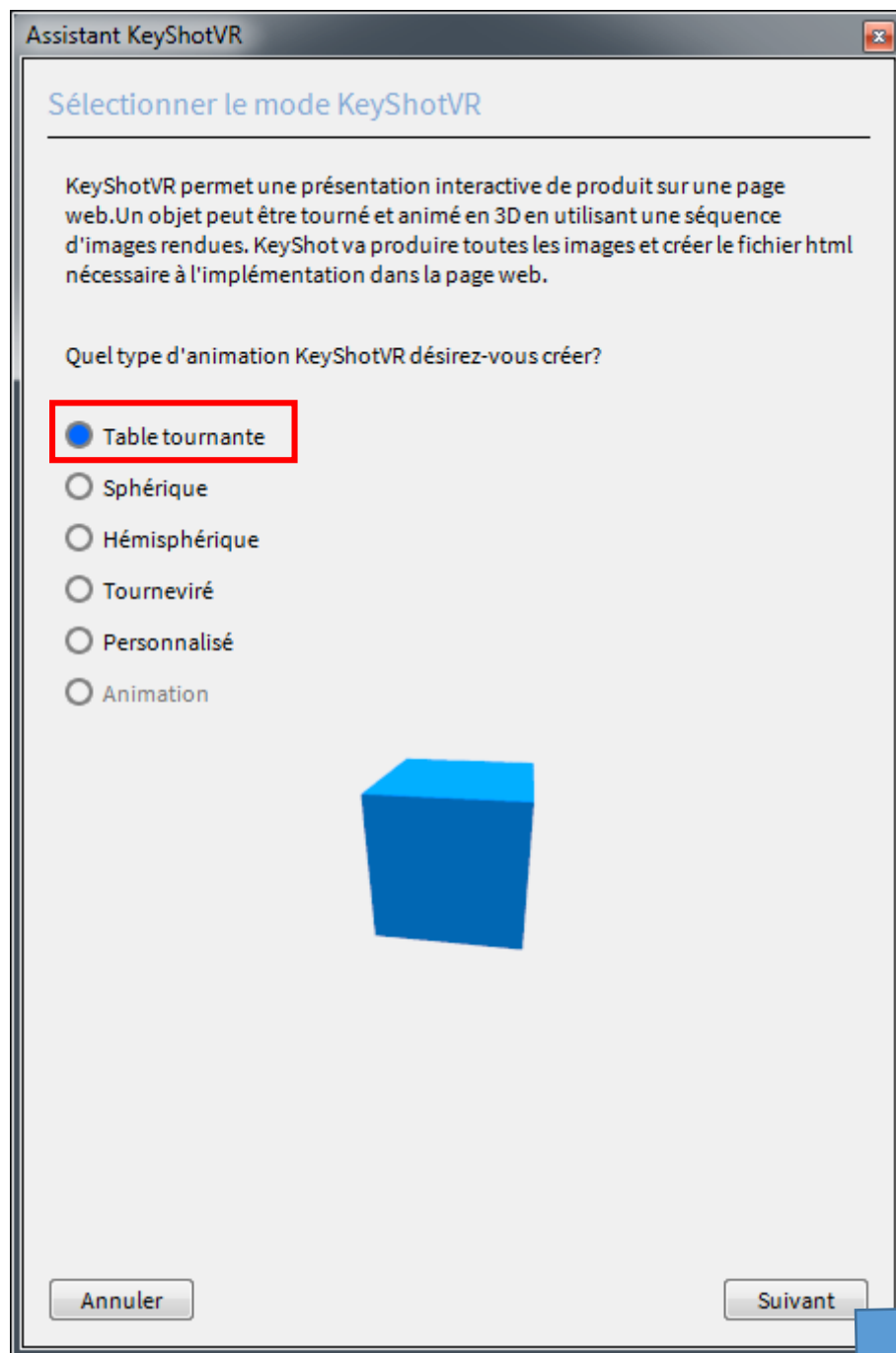
1. Open your project in Keyshot



2. Create a KeyShotVR animation

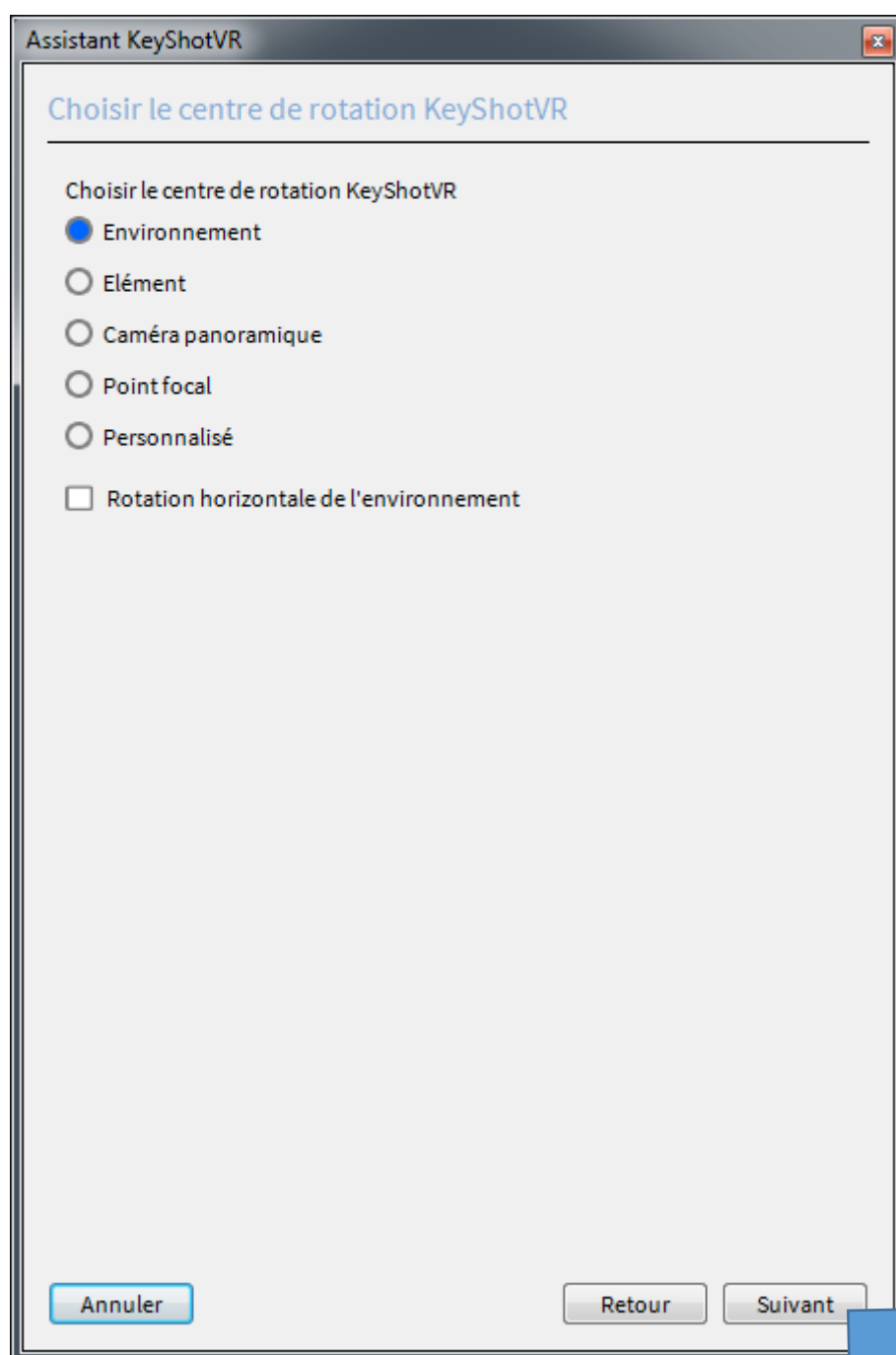


This example will use simple turn table.



Don't hesitate to try the others option. You can

Choose the center of rotation of your model



Configure camera settings

Assistant KeyShotVR

Définir la position KeyShotVR initiale

Distance (Chariot) 1300,682

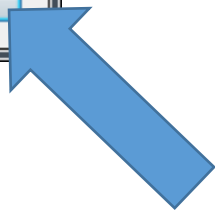
Azimut (Orbite) 147,927

Inclinaison (Elevation) 2,214

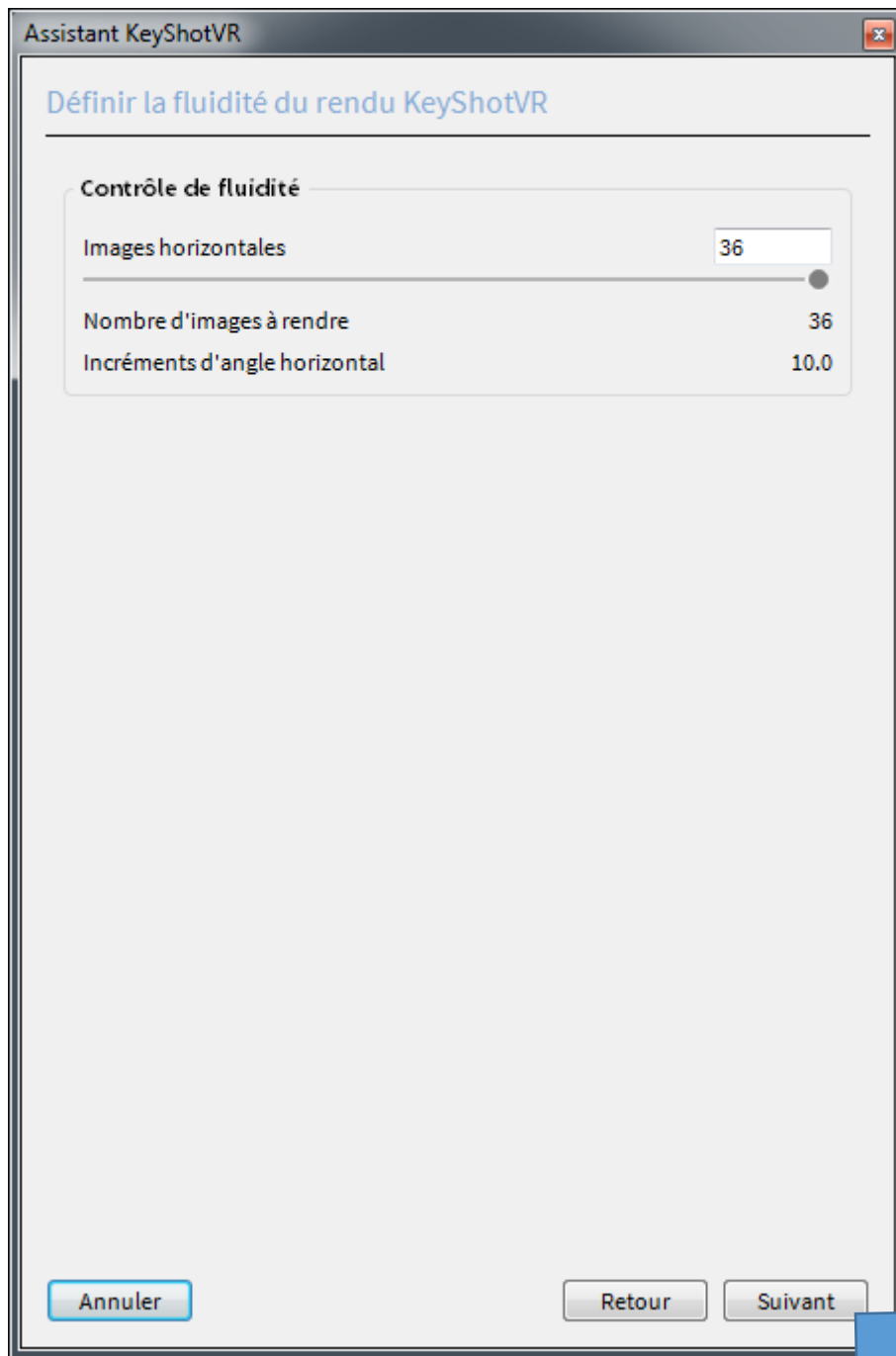
Perspective 35

Grille Aucune

Annuler Retour Suivant



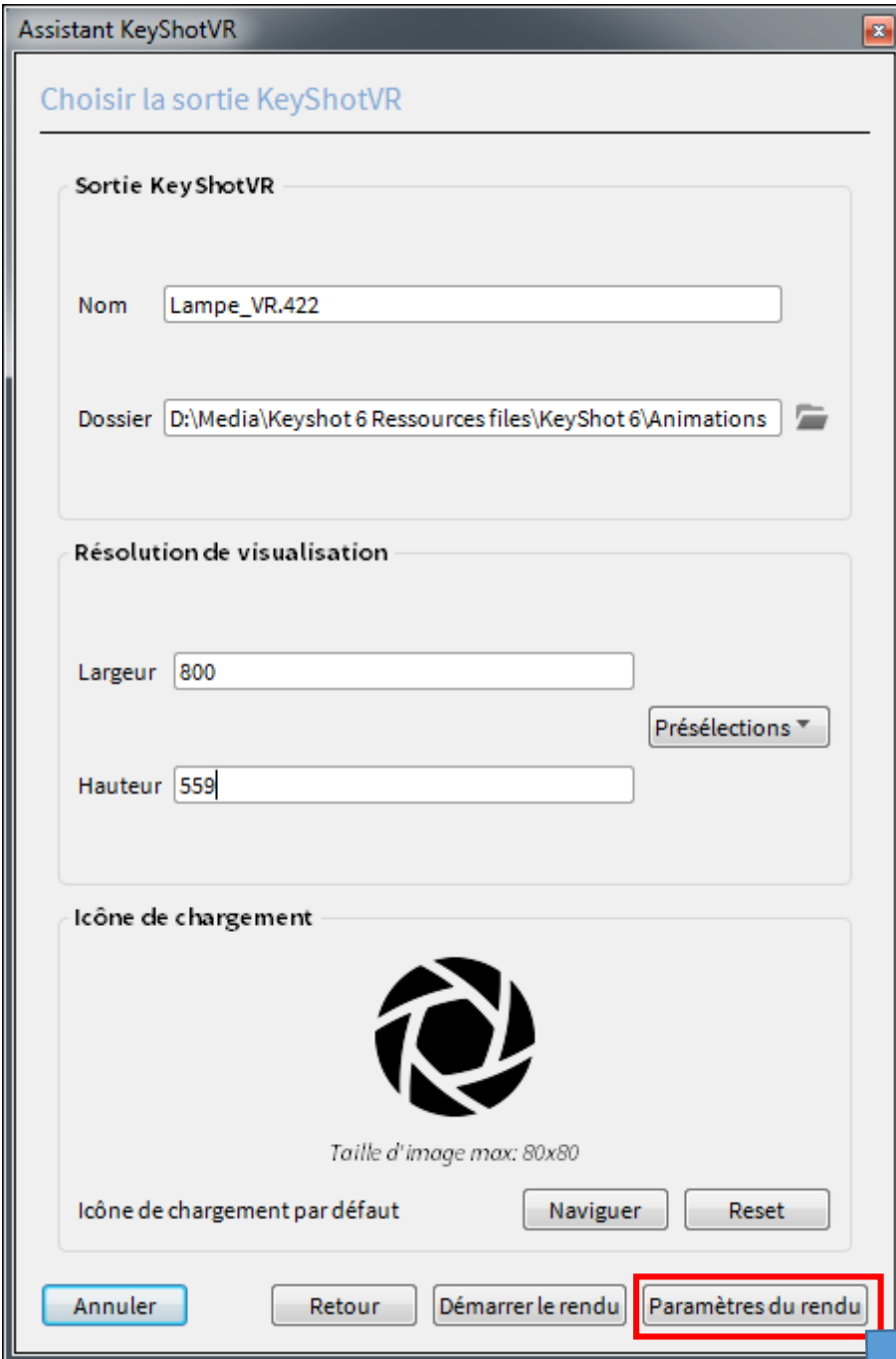
Choose the numbers of images for your KeyShotVR animation



More images will produce a bigger file but a better fluidity

Less images will produce a smaller image but less fluidity

Choose the name for your KeyShotVR animation, the access folder and the resolution



The screenshot shows the 'Assistant KeyShotVR' window with the title 'Choisir la sortie KeyShotVR'. It contains three main sections: 'Sortie KeyShotVR' with fields for 'Nom' (Lampe_VR.422) and 'Dossier' (D:\Media\Keyshot 6 Ressources files\KeyShot 6\Animations); 'Résolution de visualisation' with 'Largeur' (800) and 'Hauteur' (559) fields, a 'Présélections' dropdown, and a note 'Taille d'image max: 80x80'; and 'Icône de chargement' with a camera icon and a note 'Icône de chargement par défaut'. At the bottom are buttons for 'Annuler', 'Retour', 'Démarrer le rendu', and 'Paramètres du rendu'. A red rectangle highlights the 'Paramètres du rendu' button, and a blue arrow points to it from the right.

Assistant KeyShotVR

Choisir la sortie KeyShotVR

Sortie KeyShotVR

Nom

Dossier


Résolution de visualisation

Largeur

Hauteur

Présélections ▼

Icône de chargement



Taille d'image max: 80x80

Icône de chargement par défaut

Naviguer

Reset

Annuler

Retour

Démarrer le rendu

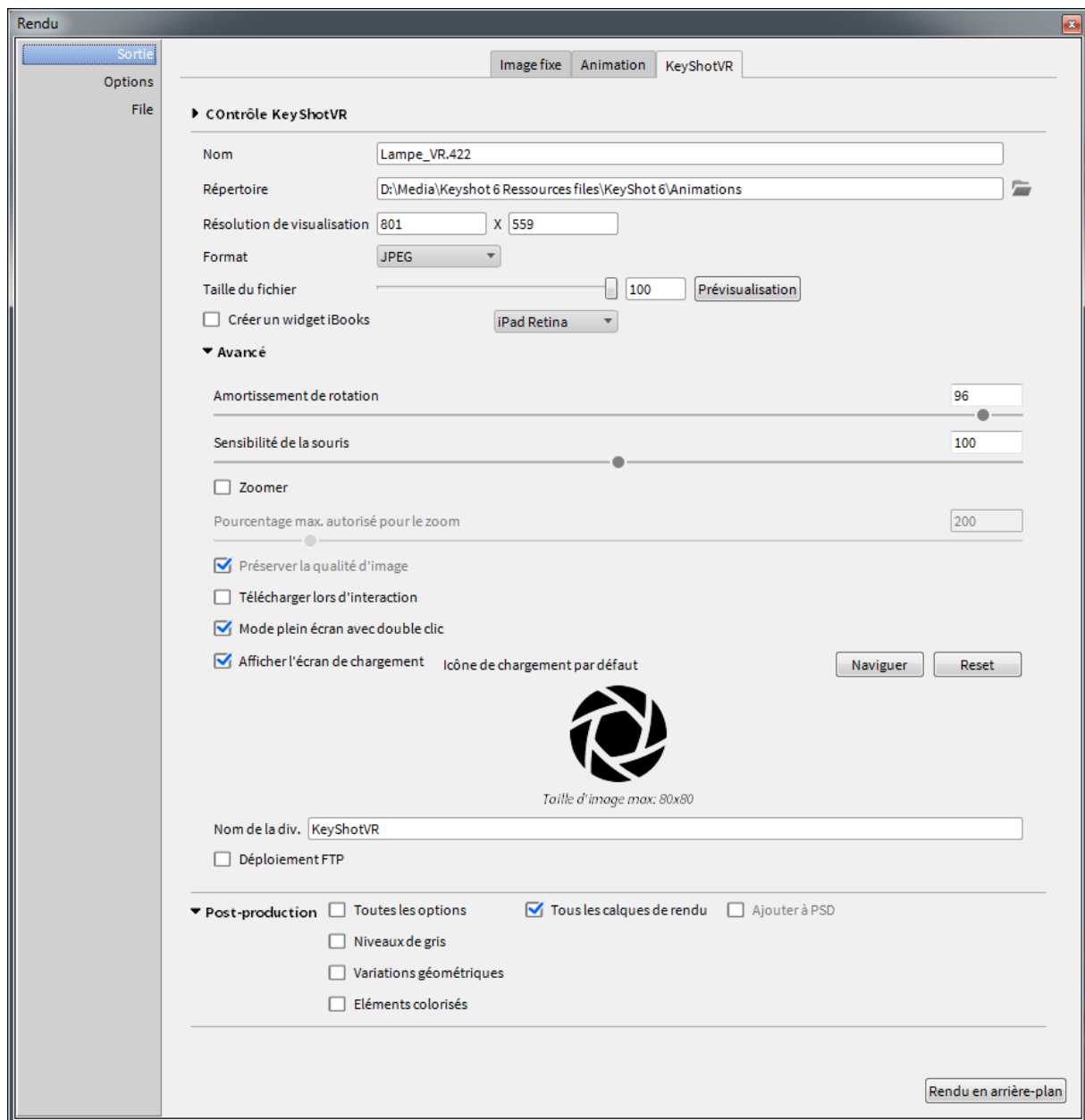
Paramètres du rendu

Bigger resolution will produce a bigger file with a better resolution

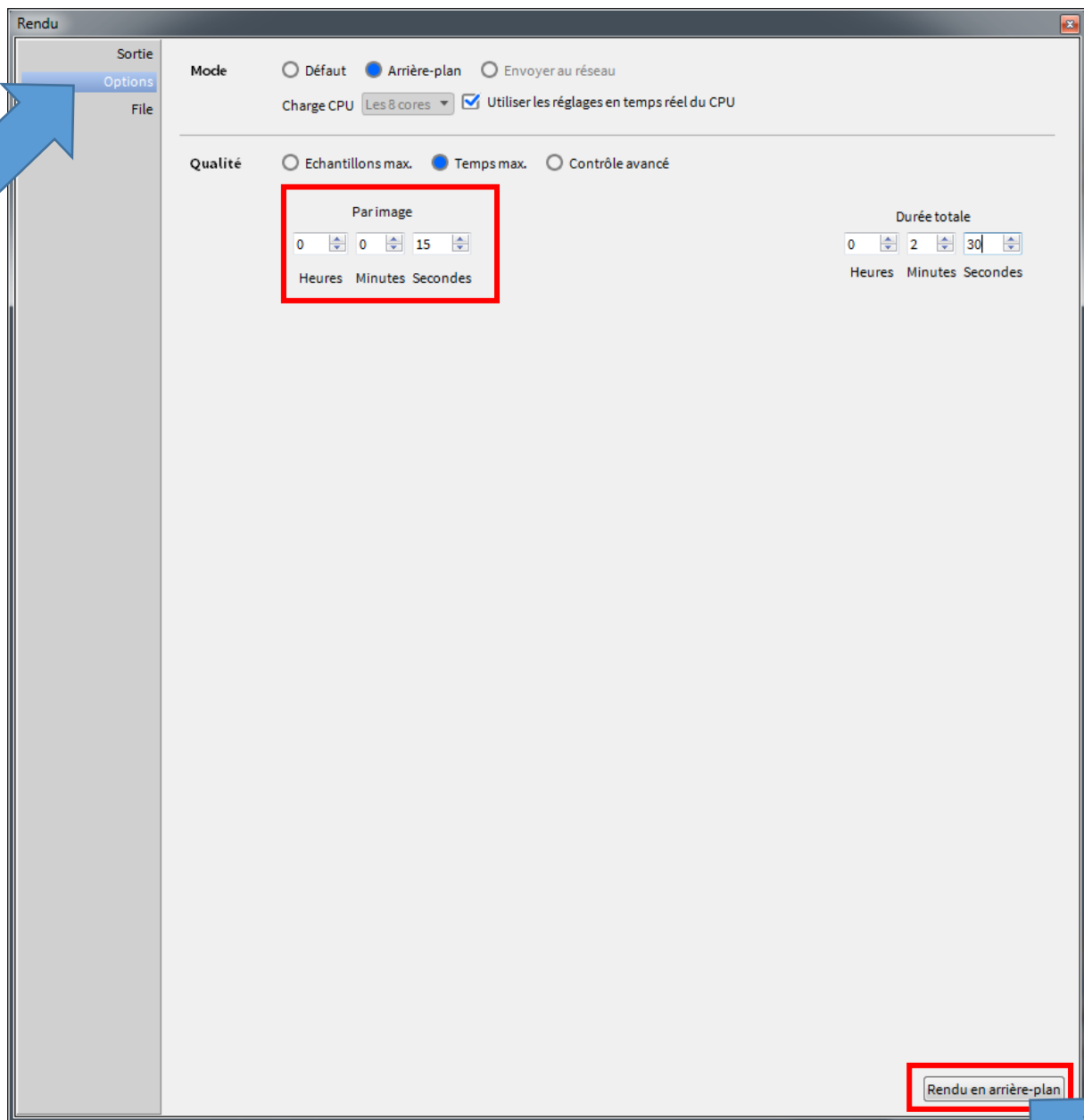
Smaller resolution will produce a smaller file with a lower resolution

It's a matter of compromise

Configure all the different options for the KeyshotVR rendering

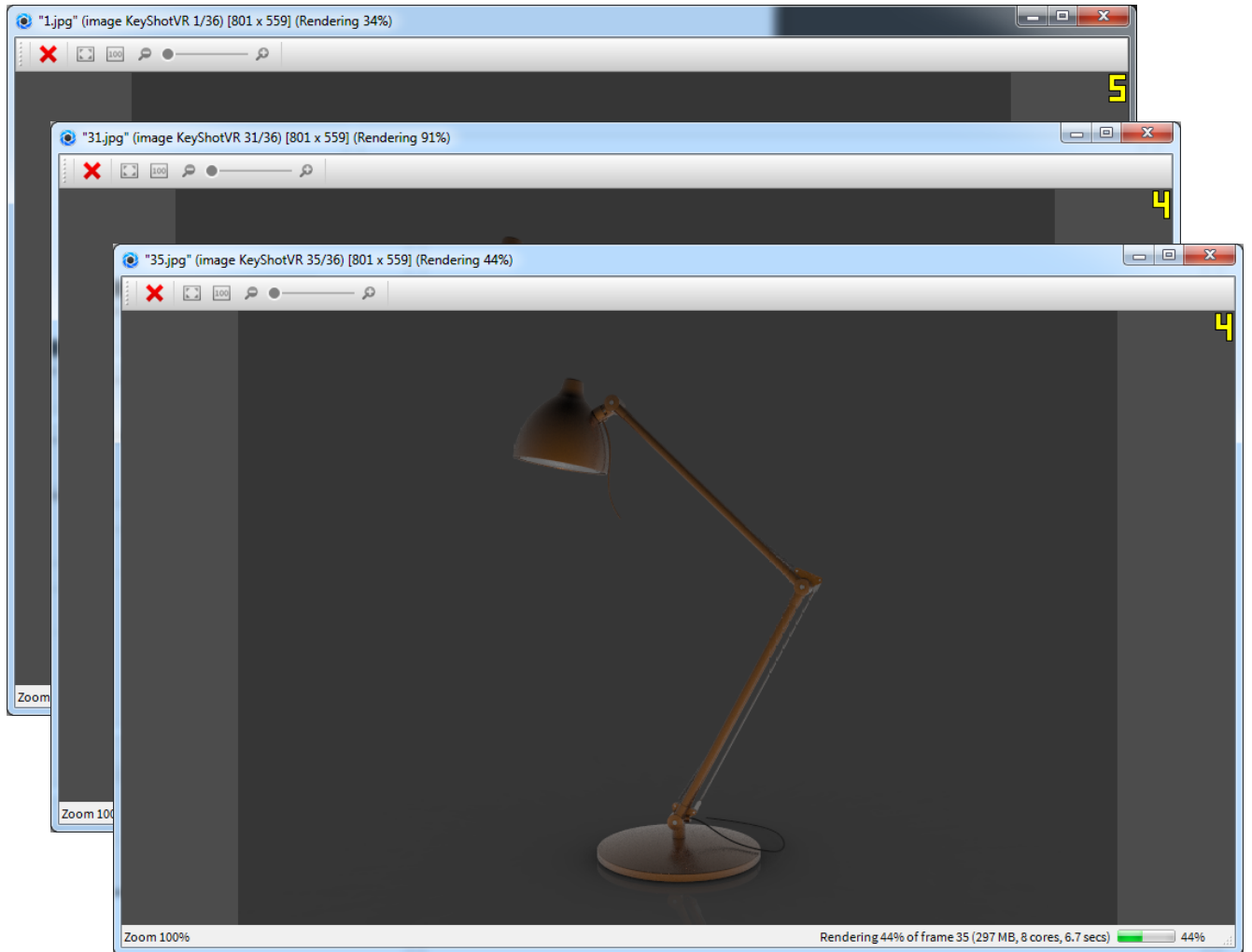


Choose time consuming for each image



More time will produce a better definition image

KeyshotVR animation is processing



At the end of the process Keyshot VR open the result in a web explorer.

Move your mouse inside the image.

Instructions for sharing KeyShotVR

Below is your KeyShotVR. To view the KeyShotVR by itself open the [Lampe_VR.422.html](#) file in the *Lampe_VR.422* folder.



Uploading to your web site:

Upload the *Lampe_VR.422* folder and *Lampe_VR.422.html* to your webserver. Make sure when uploading the folder and html file that your html file is located in the same directory as the "files" folder inside *Lampe_VR.422*. Copy/Paste the code below to your webpage.

[Code]:

```
<div style="max-width: 801px; max-height: 559px;">
  <div style="left: 0px; width: 100%; height: 0px; position: relative; padding-bottom: 69.7878%; overflow: hidden;">
    <iframe src="Lampe_VR.422.html"
      allowfullscreen
      style="position: absolute; top: 0px; left: 0px; height: 100%; width: 1px; min-width: 100%; *width: 100%;"
      frameborder="0"
      scrolling="no">
    </iframe>
  </div>
</div>
```

If you are sharing via email. You will need to send the entire zipped *Lampe_VR.422* folder to the end recipient.

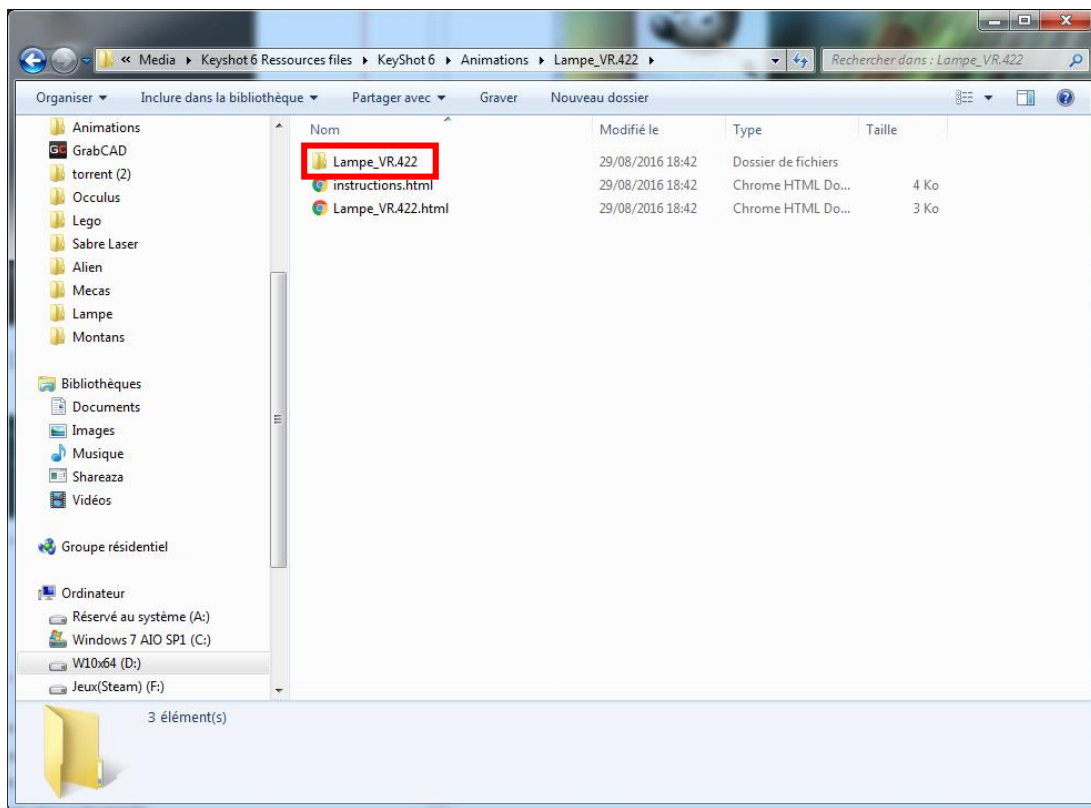
Wow it's fantastic!!

Yes, KeyshotVR is really a good way to show your project!

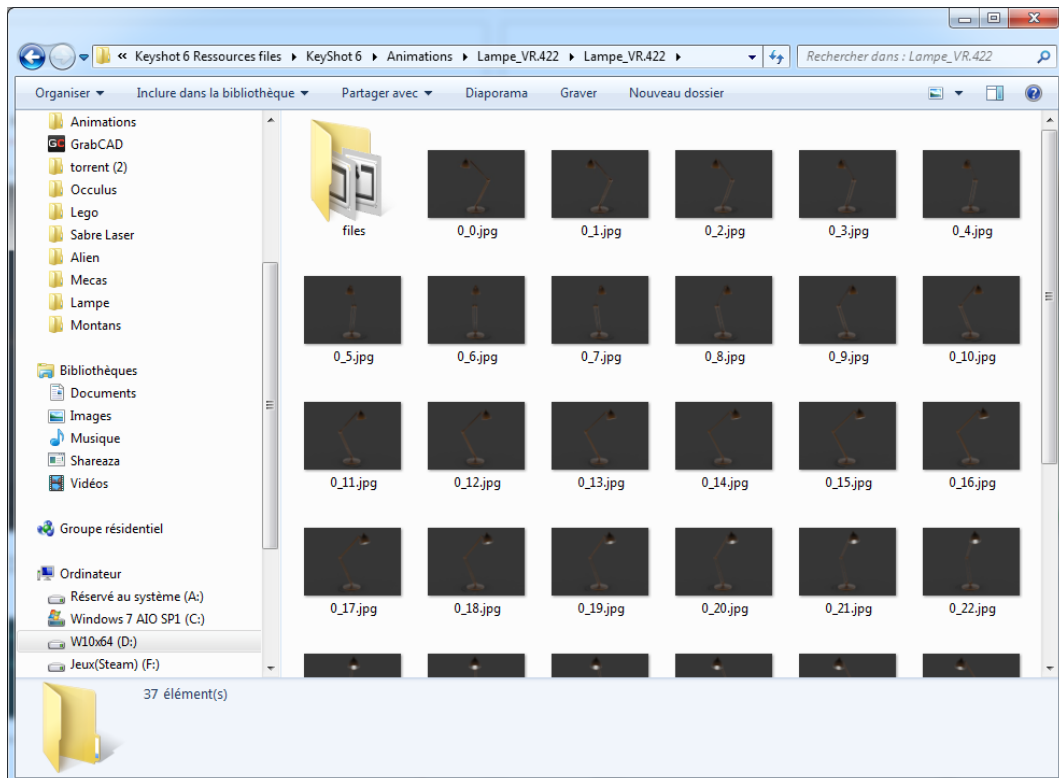
You can add the KeyshotVR on Your web server if you have one.

You'll find the instructions in the html file

Open the folder where the rendering images have been done

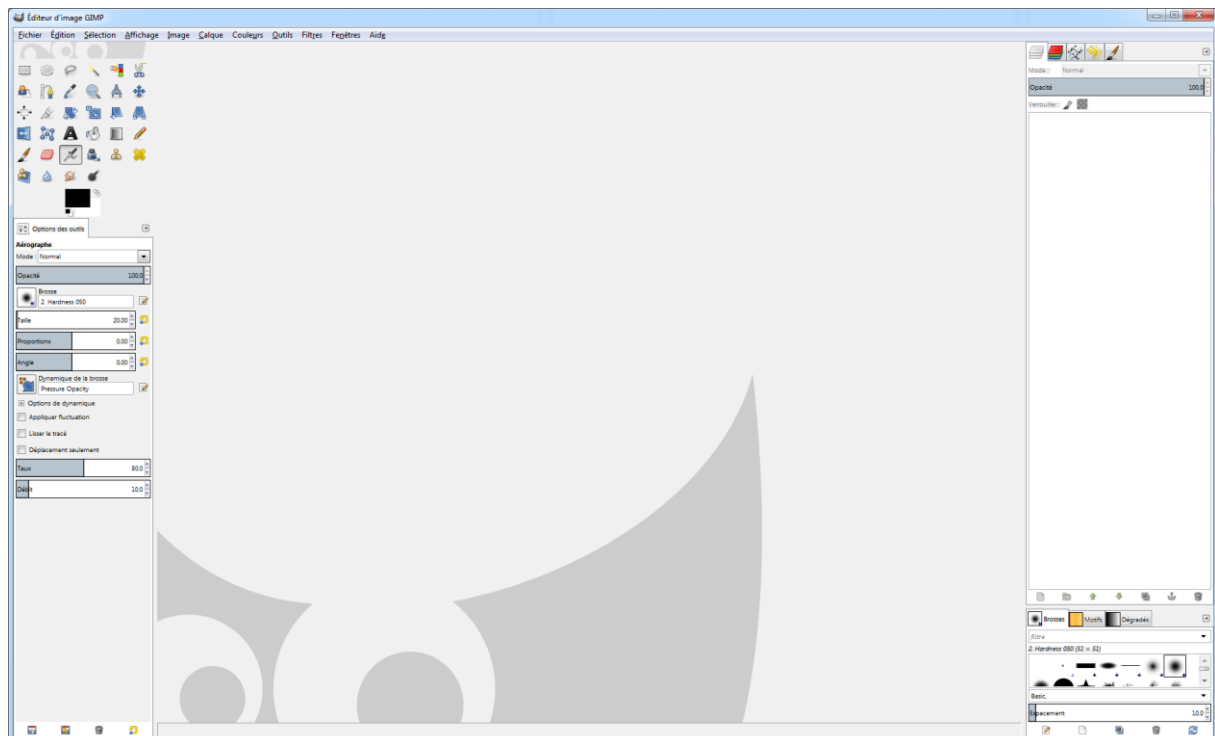


As you can see Keyshot have stored all the images of the KeyshotVR animation in the folder chosen before

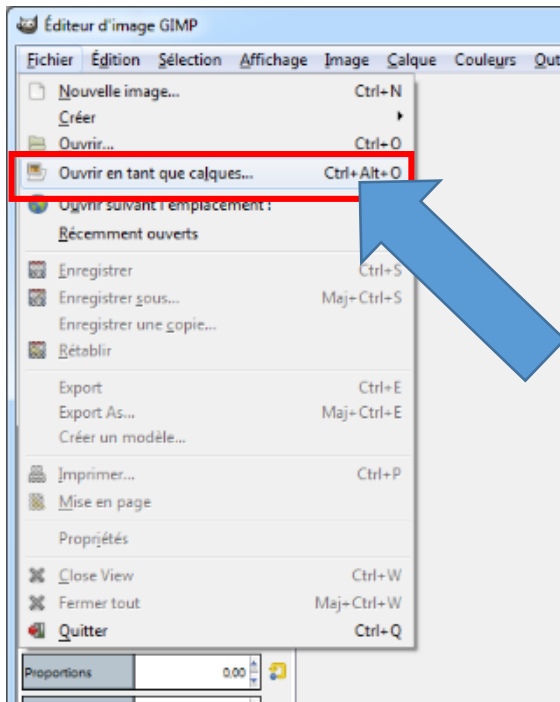


You will open them with Gimp

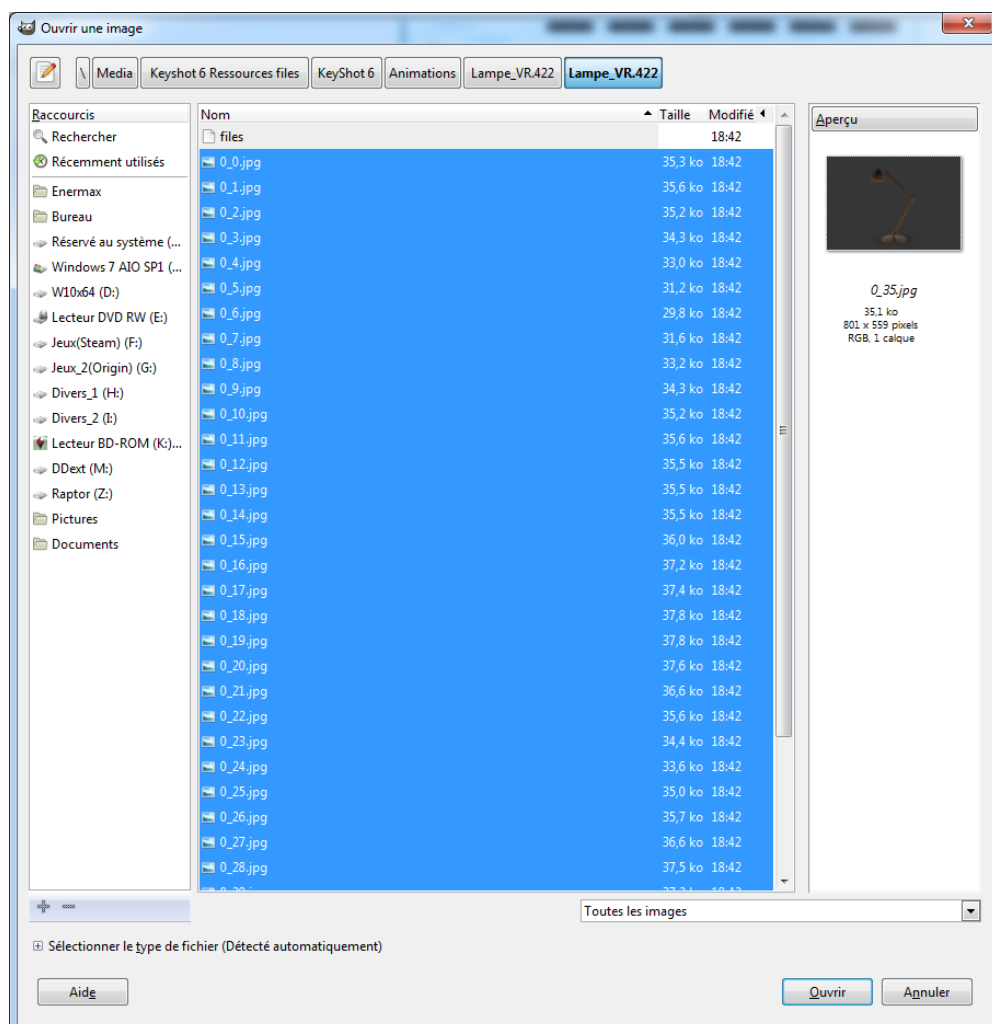
3. Start Gimp



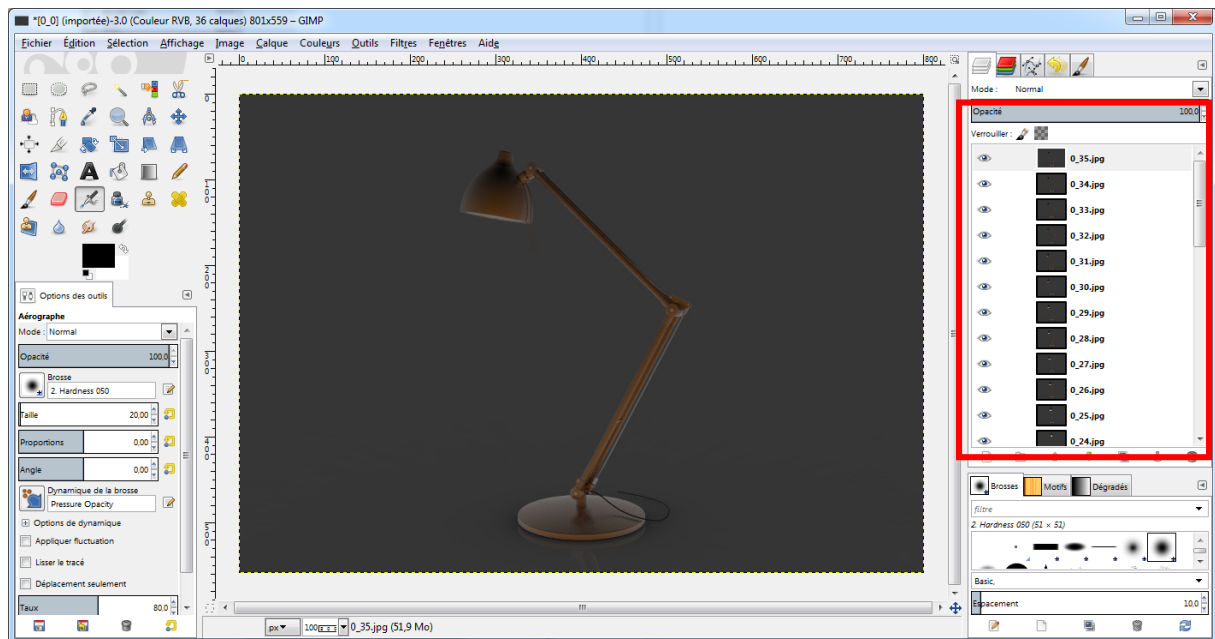
Click on “open as layers”



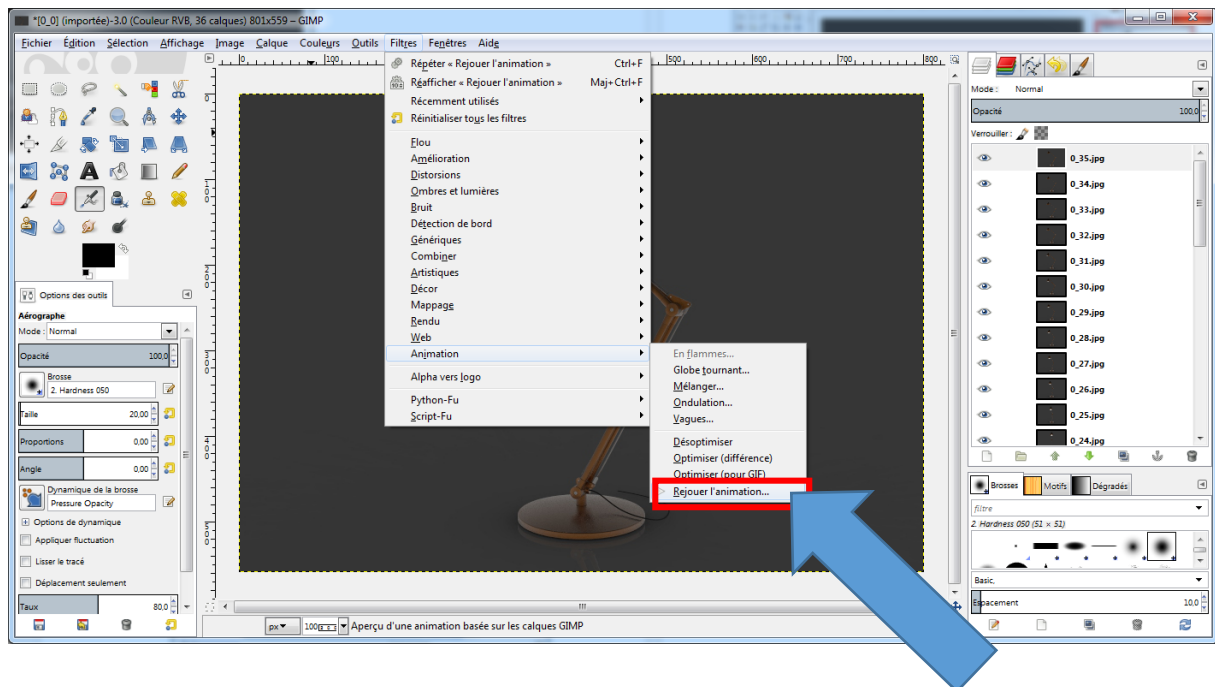
Select all the images

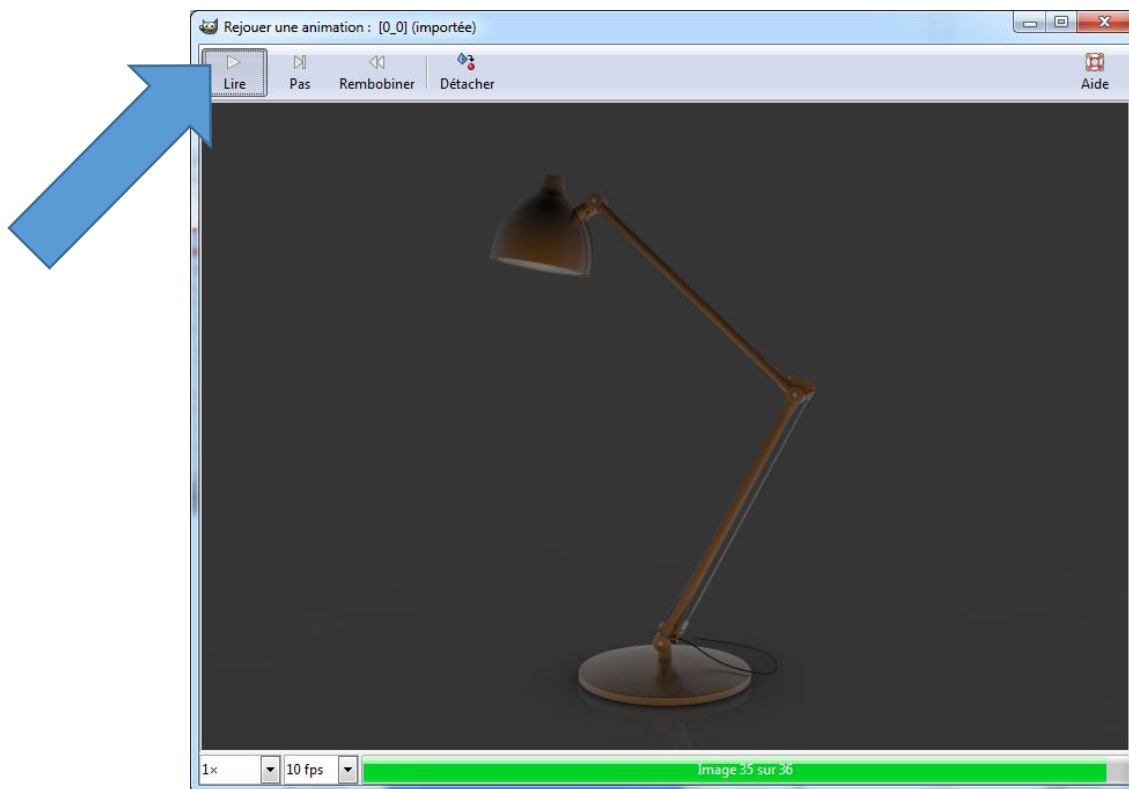


You should see all the images as layers in Gimp

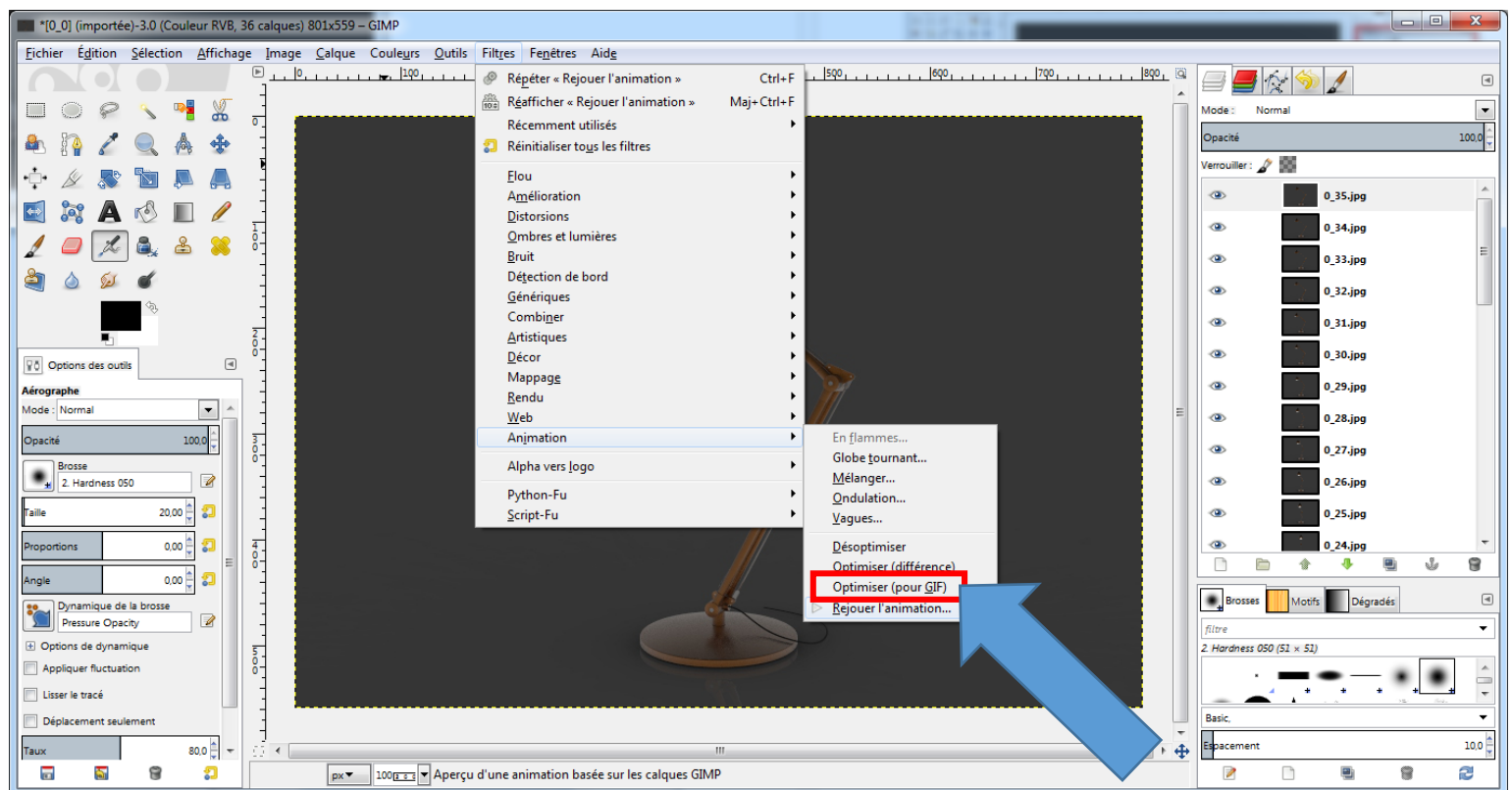


You can verify the future result clicking here

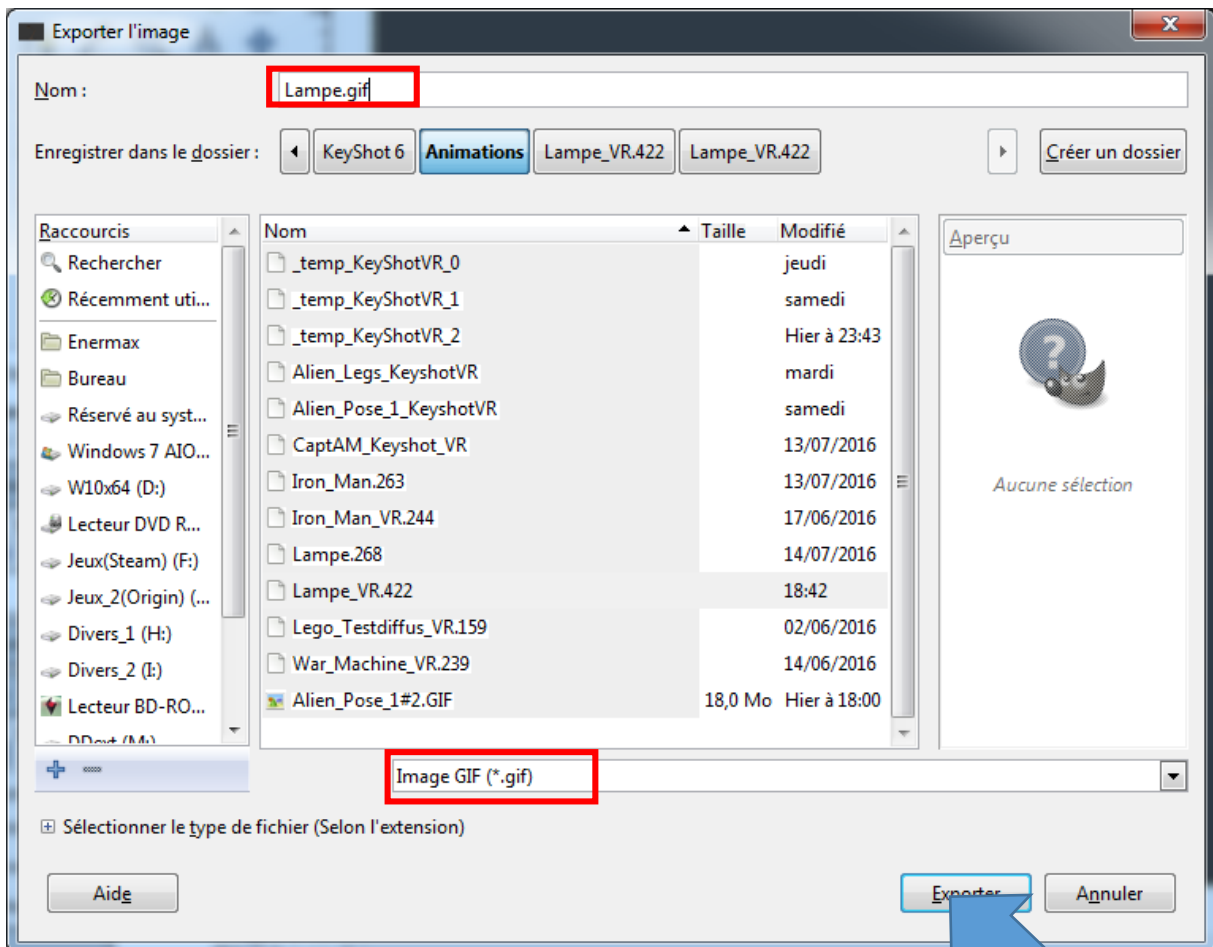
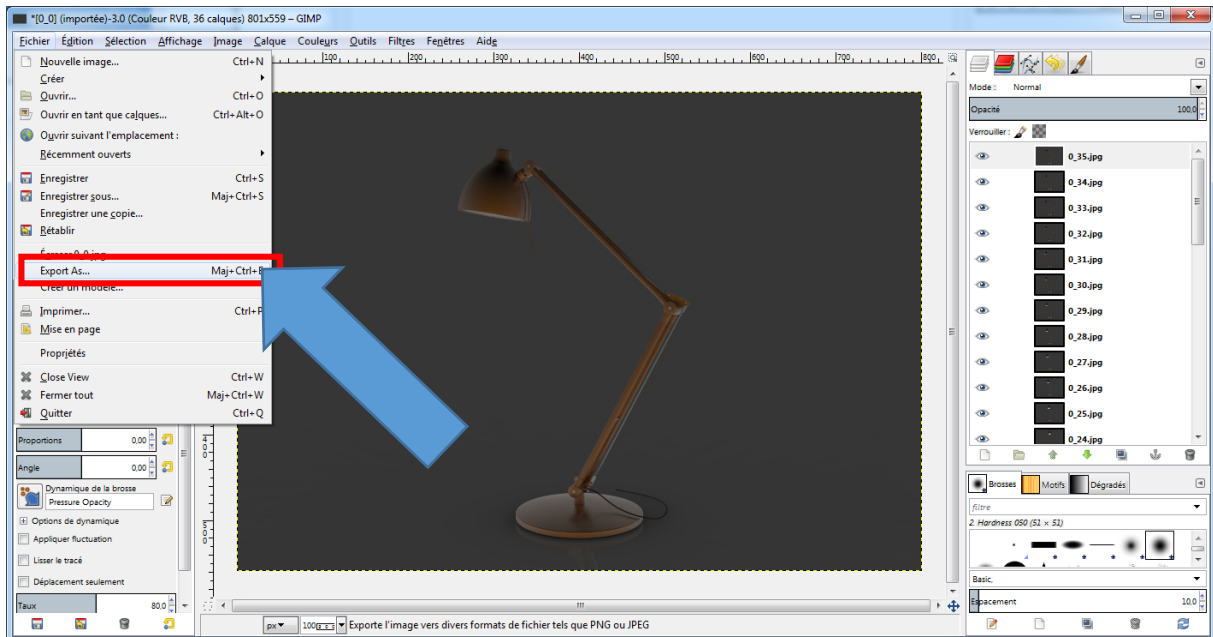




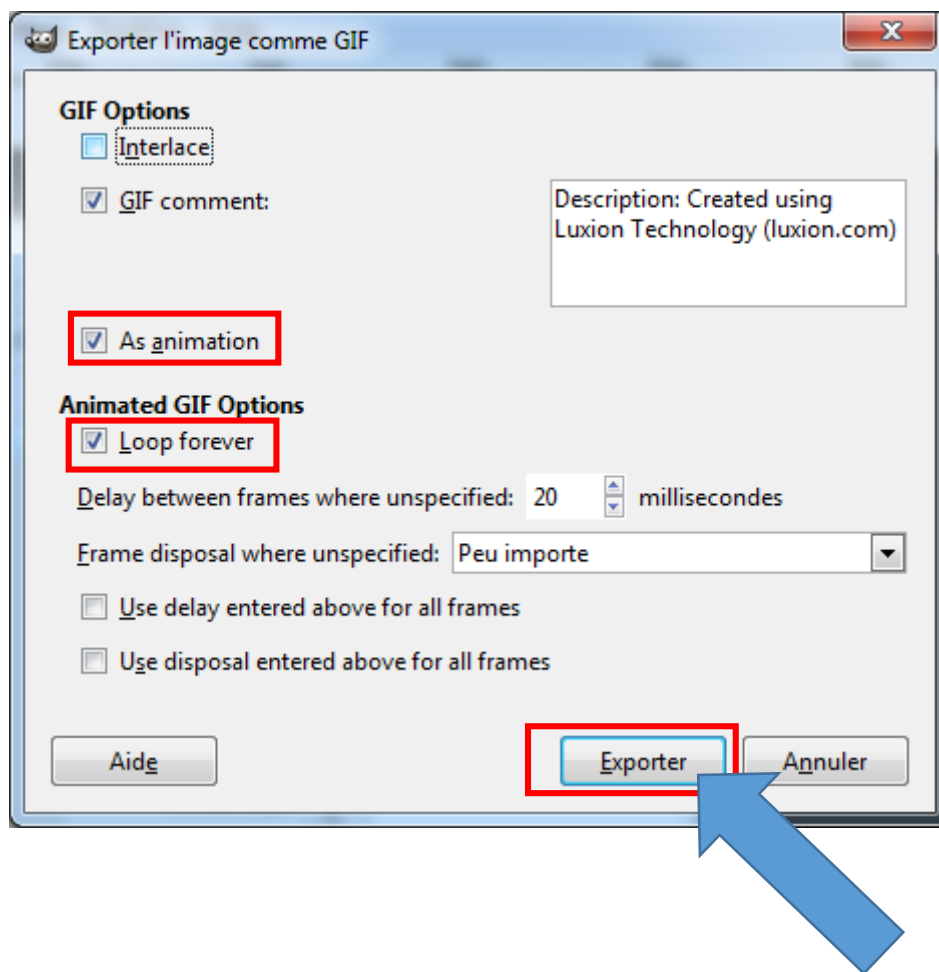
If you want to optimize the gif for a smaller file here



4. Export as Gif with gimp



Choose the parameters for the gif animation



20 milliseconds is a little fast for this example, it's depends how much images you have.

Remember, I've chosen 36 images for 360° of rotation so for this animation, a rotation of 360° will be done in less than 1 second (0,72 second) ! it's too fast.

Don't hesitate to do test and **calculate before launching the rendering**, it's important ;)

Then you can upload the gif animation in Grabcad or for example, for your website.

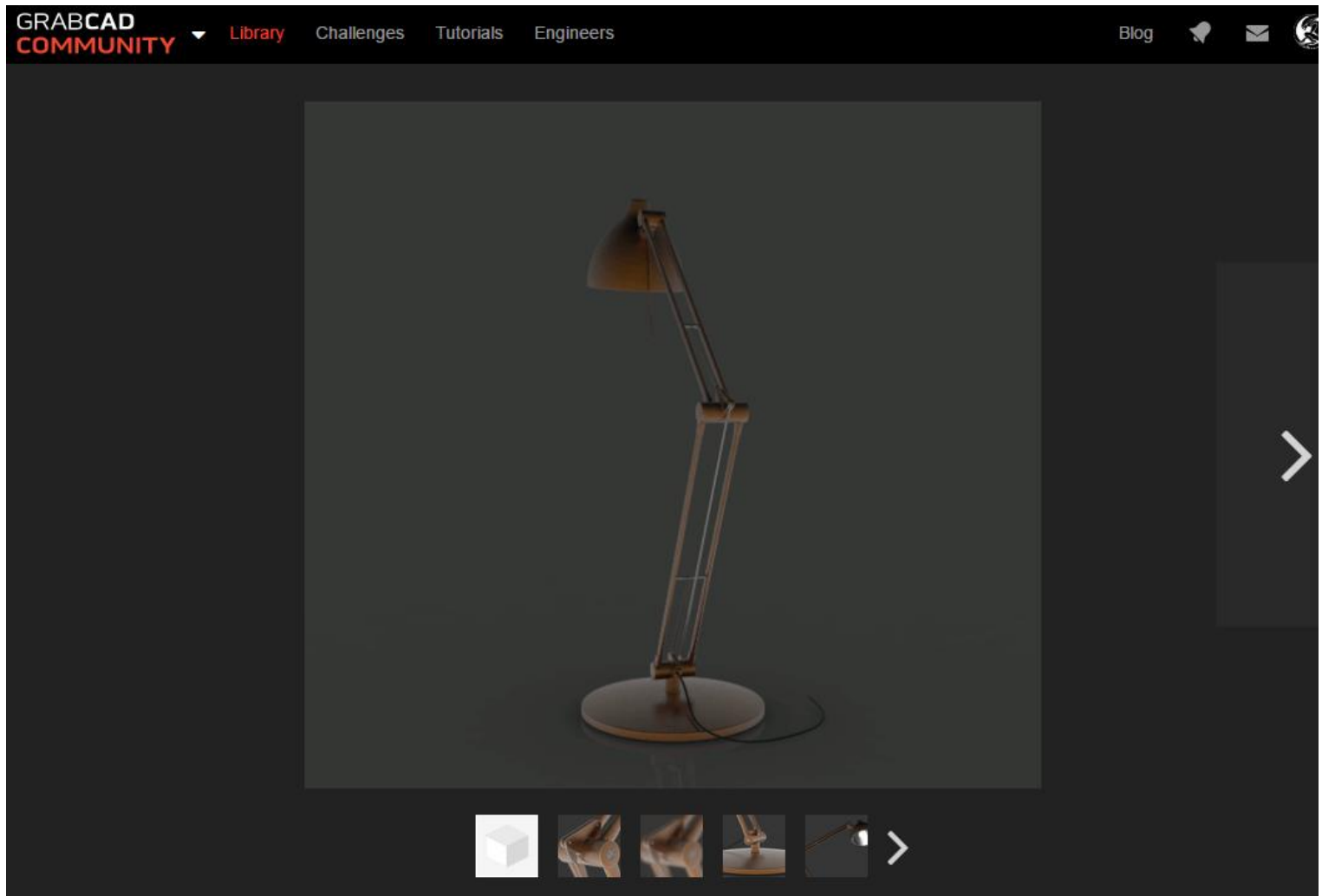
Sorry for my poor English, I'm french but I hope this tutorial will help you uploading gif!!!

Have a nice day, and if you want, you can like my model on my grabcad profile (<https://grabcad.com/marc.dupuy-1>), or send me questions about any software. If I can, I'll respond.

BYE !!

The example project on my profile

<https://grabcad.com/library/desk-lamp-27>



Desk lamp

CATIA V5r21

Keyshot

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22

Likes

2

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