

What's new in Studio

16.1

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24/03/2017

What is new in Studio 16.1?

1. Export to **KeyShot** (available in Studio Essentials and Studio Advanced 16.1)
2. Improvements to Studio Toolkit for Shrink Sleeves (part of Studio Advanced 16.1):
 - The shrink sleeve is 3 times closer to the object.
 - The circumference can be smaller than the size of the entire object. This enables you to create for example a tamper evident seal at the top of a bottle.
 - A print area can be added to the technical 2D drawing of the sleeve. This print area indicates to the artwork operator how close to the edges the print can go.

New in Studio 16.1



KeyShot Export



What?

- New function to export 3D models including artwork from Studio to native file format of KeyShot.
- Create photo-realistic images of packaging including realistic visualization of substrates and liquids in KeyShot.
- KeyShot export functionality is part of Studio Essentials and Studio Advanced.

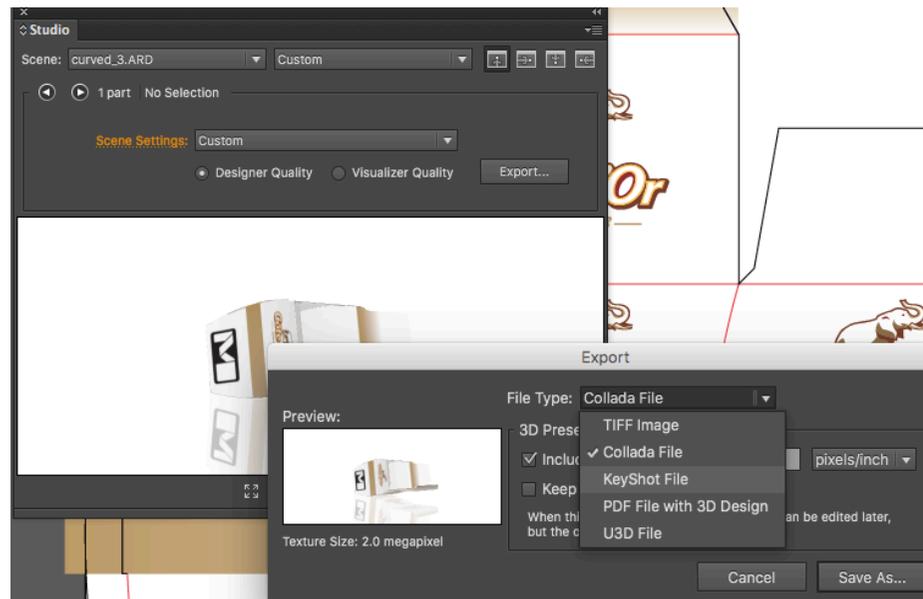
ESKO*



- KeyShot is the fastest and easiest to use 3D rendering and animation software available. In just a few steps you can create amazing looking images from your 3D models that can be used throughout the product development process to make design decisions and quickly create variations of concepts for customer, manufacturing or marketing.
- Esko Studio and KeyShot: the perfect combination to create photo-realistic pack shots. Create 3D mockups including artwork in print effect in Studio. Export to KeyShot to assign materials and set lighting to create photo-realistic pack-shots.
- Demo reel: https://www.youtube.com/watch?v=kK474SOVvSE&feature=player_embedded
- Product information: <https://www.keyshot.com/>
- Pricing: available from \$995 onwards.

How to Export to KeyShot?

- Choose **Export...** from Studio's fly-out menu. Choose KeyShot File (.bip) as file type:



How to export to KeyShot?

- Click **Save As...** to save the KeyShot file.
This will save the .bip file (the structural file) and the texture folder carrying the same name next to it.
- Limitations
 - Holographic materials are not supported.
 - Changes to the panel order of an ARD file made by using **Bring panel forward** and **Send panel backward** are not preserved in the KeyShot file. For ARD files, we recommend to fold a box in such a way that two panels do not occupy the same space in 3D. This means for example that tuck flaps should be folded 89 or 91 degrees instead of 90 degrees.



Studio 3D model

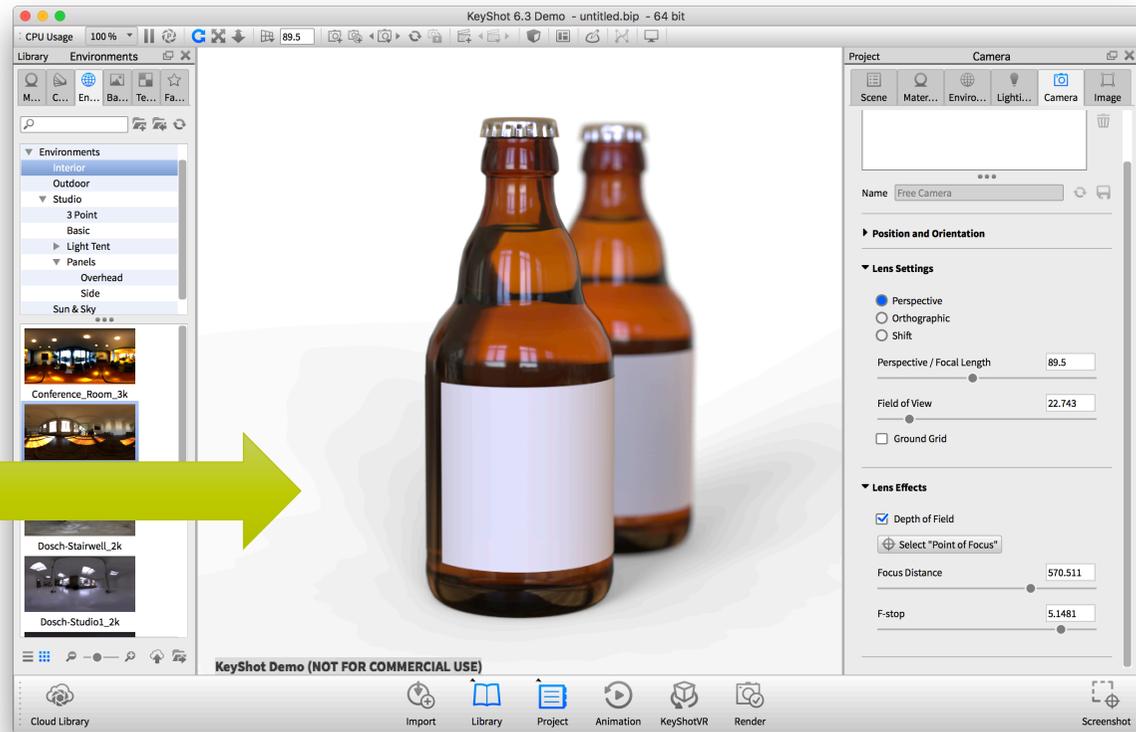
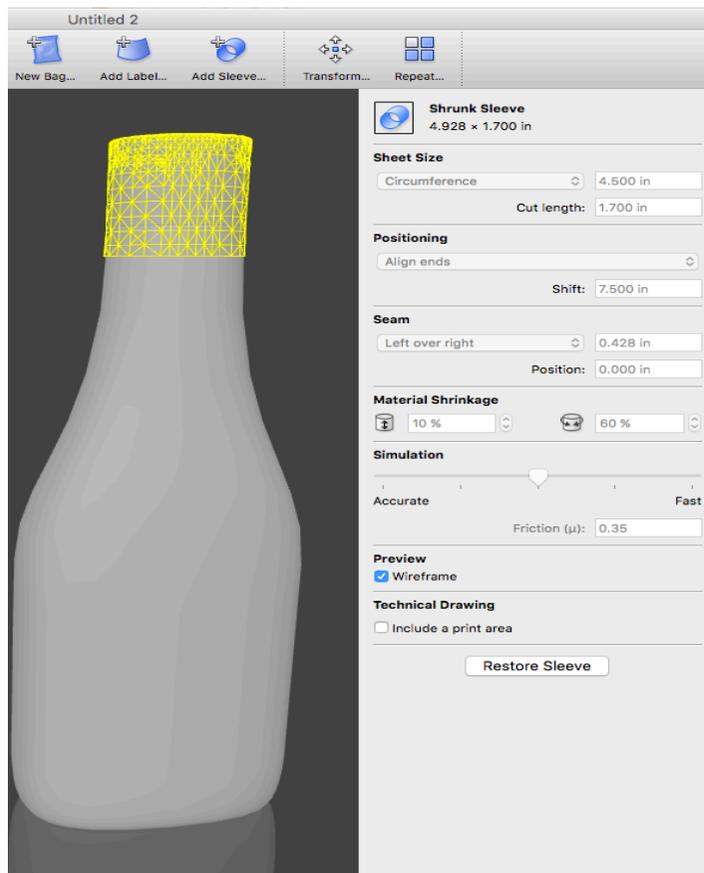


Photo-realism (in KeyShot)



New in Studio Advanced 16.1



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Shrink Sleeve Improvements



What?

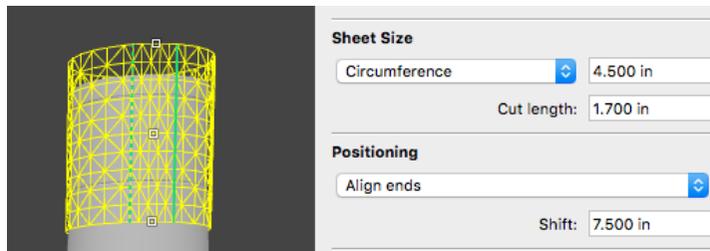
- Improved Accuracy:
The sleeve is 3 times closer to the shape.
- The circumference can be smaller than the size of the entire object.
- A print area can be added to the technical 2D drawing.

Shrink Sleeves: sheet size smaller than the size of the shape

- You now can enter a smaller value for the sheet size than the size of the shape.
- From the moment, a sleeve is stretched to fit around the shape, a message will appear:

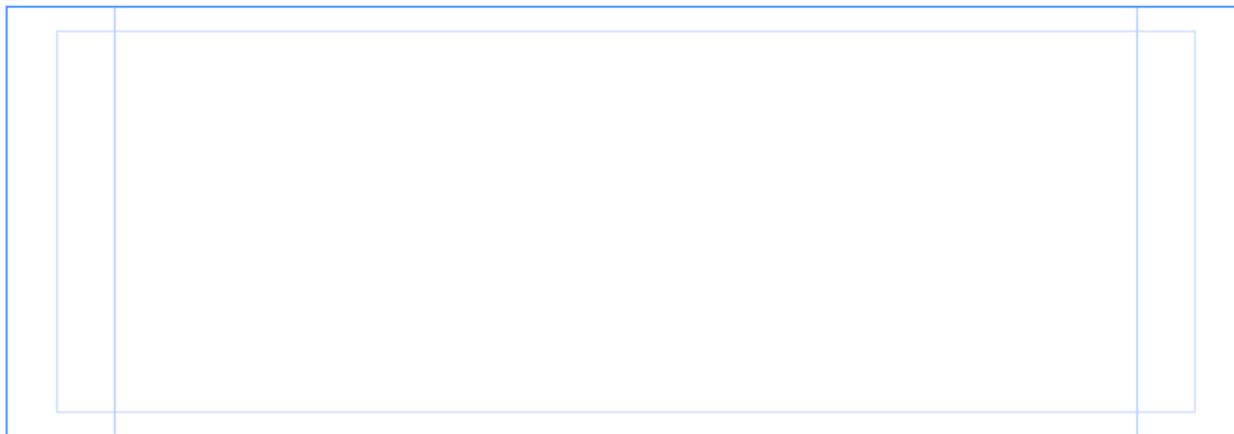


- This message will disappear when the sleeve fits around the shape again. In the example below this was achieved by adding a shift of 7.5 inch in the Positioning section:



Shrink Sleeves: add a print area to the 2D technical drawing

- Enable **Include a print area** in the Technical drawing section and set the margins for top, bottom, left and right. The print area will be visible in the 2D representation of the sleeve:



Wireframe

Technical Drawing

Include a print area

0.100 in

0.200 in 0.200 in

0.100 in

Shrink

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