

Bunkspeed® **hyperShot** Pro™

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The Technical Blurb...

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What is hyperShot Pro TM

Realtime raytracing features:

- Interactive wysiwyg raytracing
- Photon mapping
- HDRI lighting
- Inter-object light bouncing
- Global illumination
- Ambient occlusion
- Final gathering
- Environment shadow casting
- Self and inter-object shadow casting
- Environment reflections
- Refraction
- Caustics

True physics-based materials:

- Scientifically accurate preset and adjustable materials
- Fresnel reflections
- Advanced absorption
- Spectral Dispersion
- Advanced transmittance
- Advanced anisotropy with angle mapping
- Procedural texture mapping
- Texture and bump mapping
- Sub-surface scattering
- Thin Film interference / iridescence
- Adjustable IOR

Lighting:

- All lighting and shadow casting from HDRI (High Dynamic Range Image)
- HDRI interaction and control

Camera optics features:

- Interactive focal length adjustment
- F-Stop
- Interactive Depth of field with focal point selection

Rendering features:

- Alpha channel
- Image finishing control
- Render to external window
- jpeg (8bit), tiff (16bit) and exr (32bit) output
- Turntable animation (Pro only)
- Network rendering ready (Windows only)

Architecture:

- Highly optimized parallel architecture
- CPU based
- Near linear performance scale with additional CPUs

Supported 3D data formats and applications:

- (Windows only except were indicated):
- Obj (Mac OS X)
- IGES
- STEP
- Rhino 4.0 and prior (Nurbs only)
- SolidWorks 2008 and prior
- Pro/ENGINEER Wildfire 2.0 and 3.0
- SketchUp 6.0 and prior

Other application support:

- Catia v4/v5 – IGES, STEP
- NX5 – IGES, STEP
- SolidEdge – Obj, IGES, STEP
- Inventor – Obj, IGES
- Alibre – IGES
- KeyCreator – IGES, Obj
- ICEM Surf – IGES, STEP
- SpaceClaim – IGES, STEP
- 3D Studio Max – Obj
- Maya – Obj, IGES
- Alias Studiotools – Obj, IGES
- Modo – Obj
- Cobalt – IGES, STEP
- Form Z – Obj, IGES, Step
- Adobe Acrobat 3D – Obj, IGES, STEP
- Right Hemisphere – Obj, IGES, STEP
- Seemage – Obj

What's in the box:

- HyperShot
- 9 HDRIs and matching back plates
- Material library
- Manual

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Configurations and Hardware Requirements

Realtime Resolution	up to 2,560 by 1,600
Rendering Resolution	unlimited
Operating System	Windows XP 32/64bit, Windows Vista 32/64bit, Windows 2003 Server Edition 32/64bit, Mac OS X 10.4 and prior (32bit), Linux 32/64bit (coming soon)
CPU Minimum	PC w/ Intel Pentium or AMD Processor, Intel-based Mac, single core CPU
CPU Recommended	PC or Intel-based Mac w/ 4 cores or higher (for running at maximum screen resolution)
Memory Minimum	1GB of RAM
Memory Recommended	2GB of RAM (for larger objects)
Disk Space	100MB or more
Graphic Card	Any
Monitor	1,280 by 1,024 or higher
Internet Connection	Required for download and activation

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