

## **Shaderlight for SketchUp Overview**

### **What makes it different?**

#### **Render**

Shaderlight gives you a choice of rendering modes to optimise your workflow. Choose between progressive rendering with auto-updates for interactive feedback then switch to single shot to render at full quality.

With preset and custom resolution settings and a simple quality slider you can achieve the quality you want in the time you have.

#### **Control**

Shaderlight's intuitive user interface gets you working straight away. A simple 4 button toolbar within the SketchUp window accesses Shaderlight's render settings, material and lighting editors.

Even when rendering you remain in control. Use zoom and pan to explore the detail of your image or capture your work in progress renders with the 'snapshot' feature

#### **Materials**

Shaderlight for SketchUp's material editor brings your images to life in a few simple clicks.

Designed to work seamlessly with your SketchUp model, Shaderlight's auto setting applies most suitable Shaderlight parameters to SketchUp's library materials which you can then fine tune by adjusting the type, finish and bump map.

#### **Lighting**

Shaderlight uses physically based lighting features and advanced global illumination techniques to give your visualisation the edge.

Illuminate your scene using the SketchUp's sun, image based lighting or our physical sky. For realistic interiors simply add a point, spot, area, portal or IES light from Shaderlight's simple light editor.



## Support

With a growing community of users with us since beta, our forum is open for all questions and comments. The Shaderlight support team can also be contacted by email 24/7.

Our comprehensive online help documentation and video tutorials can be found in the resources section of the website [www.shaderlight.com](http://www.shaderlight.com)

