



Thea Render 3.5.1212.1975 for SketchUp

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Thea Render has the largest and most flexible 3D renderer that is unbiased, featuring the latest technology as well as GPU engines. Each engine is part of the same framework, and changing between one and the other is only a mouse click away.

Gfx plugin details of Thea Render for SketchUp

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Back Material Support for Faces

A variety of materials may be applied on both the sides and the back of a surface, allowing for the creation of distinctive effects like leaves, fabric, and more.

Interactive Render Overlay

Thea for SketchUp lets you render interactively either within Thea Window or within the SketchUp view which we refer to as an Interactive render overlay. In addition, by making use of interactive rendering, you can pick and render a specific area within The SketchUp view, which provides extremely fast feedback for complicated scenery. It's a useful tool to use in your workflow because it offers an immediate display of changes in the geometries, the environment as well as depth of field reflections and light distribution, as well as materials properties, and even external Thea models.

Advanced Material Editor

The advanced Thea materials editor is fully integrated into SketchUp and brings all the latest and exclusive features of Thea materials. The user interface was completely redesigned to reflect SketchUp's ease of use and simplicity.

Modify Exposure

This button Adjust Exposure is a way to take away the manual method of determining the proper exposure of the photo in just only one click. Additionally three new presets for exposure are available for various kinds of scenes (interior exterior, interior with sun, and exterior).

Proxy Creation Using Facebook

Thea for SketchUp Thea to SketchUp It is possible to load FBX, OBJ, DAE, and 3DS files and convert them into proxy Models. After importing a model, the user can alter the materials used in the proxy.

Online Repository

The Online Repository can now be accessed directly through Thea's content browser. To download material from the internet click the thumbnail twice. Once the download is completed the material is able to be used with the bucket tool. Since the downloaded material is stored locally, there is no need to download them again.

Stereoscopic Representing

Stereoscopic outputs two 360-degree pictures for both eyes, allowing you to observe models in 3D by wearing simple red-cyan glasses or a VR headset.

Cloud & Fog Presets

In Thea For SketchUp, you can change the global medium of your scene by using the settings under the Environment tab. The



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Fog preset lets you manage the amount of fog, as well as the bottom and top locations, and also create distinctive realistic renderings.

In addition, there's a Cloud material preset to apply volumetric effects to specific solid components or groups.

Section Cuts

Section cuts have been available by SketchUp 2014 (and later versions). Section cuts let you cut through rooms and buildings with the same lighting as if the exterior walls were in the same position.

Light Editing Tool

Thea for SketchUp features its own light sources. Its Light editing tool is not just able to provide precise light placement however, it also allows you to give real-time feedback while rendering in the main view.

Advanced Shadow Catcher

Incorporate your model into the set with an image of the background, which introduces realistic shadows caused through IBL, Sun, and Thea Point Lights. It also produces real reflections in the ground plane.

PSD PSB/PSD output from Photoshop

Thea for SketchUp supports Photoshop PSB/PSD images (8 16 and 32bit). This allows you to save images with multiple layers in large sizes.

Resume Rendering

The rendered image can be saved to the .img.the file. The file can be loaded within the Thea Rendering window at any time, allowing users to restart rendering.

Additional Features:

- Spectral Renderer
- Batch Render Tool
- Point Lights (Omni, Spot, IES)
- Access a variety of high-quality, ready-to-use products.

The System Requirements are:

Windows 8.1 /10/11 64-bit Intel SSE3 CPU (or compatible)

for Presto GPU

Nvidia CUDA Graphics Card (Compute Capability 3.x / 5.x / 6.x / 7.x / 8.0 8.6 8.6) with the most recent graphics driver or

AMD Graphics Card (Beta support for certain GPUs) featuring the latest OpenCL and drivers for graphics.

Note: For OpenCL rendering, rendering on the fly is only available in UV bitmaps.

Nvidia OptiX Denoiser

Nvidia 5.0 Min compute capacity is required for Nvidia OptiX denoising during interactive rendering. Nvidia 3.0 Min compute capacity card is required for Nvidia OptiX denoising during production rendering.

Intel Open Image Denoiser

Intel SSE4.1 CPU (or compatible) is required to run Intel Open Image Denoiser.

SketchUp 2018 2022



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