

SU - Rendering Programs

(Revised 8/2020)

Pre-Rendering (Operating within SketchUp, “Slower speed”?)

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|------------------------------|---|
| Twilight Render Pro | (\$99) Shallow learning curve to start turning out “decent” renders. They have a good forum and excellent getting started videos. Good SU interface ... “lower quality” image ... https://www.twilightrender.com/index.php/downloads |
| Twilight Render Hobby | Free. V2 “Easy to Use” ... |
| SU Podium | (\$249) Podium looks to be neatly integrated with SU and appears to have a relatively gentle learning curve. V2.6 Platform: Mac OS. License: commercial. Good SU interface, “lower quality” image ... |
| VRay | (\$799) VRay is a bigger and more expensive beast but those who know how to use it can produce some awesome results. Platform: Windows & Mac OS. License: commercial |
| Thea | (\$480) V 2.2, thearender.com |
| Kerkythea | Free. kerkythea.net . Platform: Windows & Mac OS. |
| Ambient Occlusion | \$? Windows and Mac. Quality? Learning curve? |
| Bloom Unit | (\$30/mo., basic) . Platform? Quality? Learning curve? |
| Caravaggio Render | (195 Euros) Mac OS. Quality? Learning curve? |
| Caravaggio Studio | (495 Euros) Mac OS. Quality? Learning curve? |
| LighUp | (\$349 Perpetual), (\$189 Annual) Quality? Learning curve? |
| Render In | \$? Windows and Mac. Quality? Learning curve? |
| Renditioner Pro | \$? Windows and Mac. Quality? Learning curve? |
| ShaderLight | (\$360) Platform: Windows & Mac |
| Visualizer | (Discontinued ?) Windows & Mac OS. License: free |

“Real-time” Rendering (Operating outside SketchUp?)

(I'm not sure all of these below are really “real-time” renderers - please help me out if some of these need to be moved to another category!)

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| Simlab Composer Pro 10 | (\$199) Wide range of import/export formats. Quality? Learning curve? |
| Unity 5 | (\$1800/yr.) . SU compatible? Quality? Learning curve? |
| SketchFX | “One click Renders” FX Pro = (\$89) , FX EX = (\$149) |
| AmbientOcclusion | Pro = (\$99) , EX = (\$149) . Quality? Learning curve? |
| Raylectron | (\$100) raylectron.com . Quality? Learning curve? |
| Indigo Indigo RT | Free? “Runs using Mac OpenCL built for Radeon cards” ... https://www.indigorenderer.com/indigo-free . Quality? Learning curve? |
| Twinmotion | 2019 version was Free , Does have a learning curve, “Real time” render, TM2020 is currently 50% off? ... w/ inbuilt materials and 3d assets. Sends rendering out via “link plugin” ... TM2020 reportedly has a great “vegetation” infill system. https://twinmotionhelp.epicgames.com/s/article/Twinmotion |
| Lumion 10.5 | (\$1820) basic, “Realtime” render, Easy learning curve, nice UI, \$2420 Pro version. |
| Lumen RT | (\$3,246) . Quality? ... (it better be great!) Learning curve? |
| Octane X | by OTOY, Mac OS Compatible ... 25 Euro/mo., or 1 yr. plan = (700 Euro) , 2 yr. plan = 900 Euro. Quality? Learning curve? |
| Adobe Dimension | (\$240/yr.) Easy to use, but reportedly very SLOW ... |
| Maxwell Render | (\$595) Platform: Mac OS. License: commercial. Easy learning curve, long time on the market, so lot's of support community ... |
| CATIA | (\$15,610 !!) I don't think so ... |
| Punch Home Design Studio | (\$150) 2D & 3D drawing, but is this really a rendering package? Quality? Learning curve? various add-on packages ... |
| Enscape 3D | (\$40/mo.) , fixed seat license. Has asset library. Quality? “Very intuitive” |
| Shapespark | (\$790 lifetime) , steeper learning curve ... |

I don't know how to categorize these:

- **CL3VER** Platform: Browser. License: commercial
- **KeyShot** Platform: Windows & Mac OS. License: commercial
- **SU2LUX LuxRender Export** Platform: Mac OS License: **free**
- **Mitsuba Render Exporter** Platform: Windows & Mac OS. License: **free**
- **SkIndigo Export**..... Platform: Windows & Mac OS. License: commercial.