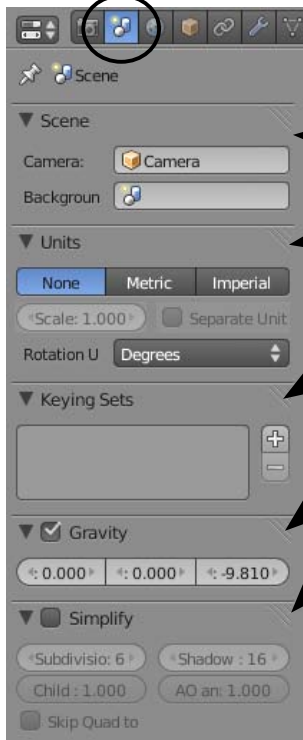


Chapter 7- Render Settings

Scene Settings:



Some items in the Scene settings tab are relatively new to Blender or grouped differently than past versions. Here's what you see:

- Scene:** This is where you can set which camera and background to use (if using multiple cameras and backgrounds).
- Units:** New to Blender, you can set between "Blender Units", Metric or imperial. Angular measurements can also be set.
- Keying Sets:** New to Blender. Can be used for reference with the new F-Curve system (discussed in a later chapter).
- Gravity:** Used for real-time physics and game logic.
- Simplify:** Useful for preview-quality rendering. Saves time by changing the quality of the meshes and shadow.

Most of these settings you will leave set to default unless you need something specific. For example, a space movie where the ships do not need gravity.

Here's a sample output setting:

Lets say you want to render a movie at DVD quality. In the U.S., we would use a render preset of NTSC 4:3 which would give us an output size of 720 x 480 pixels at 30 frames-per-second. If we wanted a 10 second movie, we would set our frame range from 1 to 300 (30 FPS). If we want a movie, we would choose MPEG in our Output panel and give it a name with the .mpg extension. We may be fine with all other presets.



RoboDude Says: Experiment with these settings to become comfortable with them. It's sometimes best to work and model with small output sizes, then render at higher settings.

Rendering a JPEG (.jpg) Image

In order to render a simple JPEG image, set up all of the options previously discussed. It is important that the file type is set to JPEG in the *Render Output* panel. For single pictures, it's nice to have a high quality image because time isn't as important when you're rendering a single image as it is when rendering a movie. Press the "**F12**" button or "**Render**" button to bring up the render window. With the render window up, Press "**F3**". This will open the file save window. Here is where you give your file a name and set the location. **Remember to type .jpg after the name of the file so it saves properly. Windows will not know what to do with the file if the .jpg extension is missing and Blender may not put it on for you.**