

Chapter 7- Render Settings

Basic Setup Options



The render window is where you tell the program what you want as an output for your scene. Do you want a JPEG picture image or a movie? What size do you want the output to be? Do you want a high quality output or a draft style format? Do you want shadows or Ray-tracing effects? How about Motion Blur? If you're doing a movie, how many frames-per-second do you want the movie to run? Last, but not least, where do you want to save the file? All of these issues are addressed in the **Render Settings**. Obviously, the higher the quality of the output, the slower it will render and the larger the file size will be when finished. *For a review of rendering and animation basic, refer back to pages vi and vii in the manual.* Blender has organized these options into 2 tabs in version 2.6- "**Scene**" and "**Render**". Click on the **Render** button to get started.

The Rendering Interface and Settings:

There are many options that need to be addressed in order to save your work as an image or movie. Some of these feature will be discussed in more detail in later chapters. For now, we are just interested in saving basic images in JPEG (.jpg) format and movies as MPEGs.

Image/Animation Buttons: Pressing F12 is the same as hitting the Render button. To make a movie, hit Animation.

Display: Determine if your render occurs in a viewport or in a new window.

Layer: Control which layers or groups to render.

Dimensions: This is where you set the size, frame range, scaling and frame rate of your rendering. If you make an animation and it runs too fast or slow, you can change the mapping and scale the time with Old Map and New Map. Think of it like scaling time. Presets can also be selected.

Anti-Aliasing: Samples with smooth the edges of objects. Default is 8.

Motion Blur: Used to show blur from fast movement.

Shading: This is where you set what features you want rendered. Turning off what you don't need speeds renders.

Output: Set file types for outputs and saving locations. You can also set compression quality for images. It's always a good idea to type the file extensions when naming output files. *For movies, there will be encoding options in a panel.*

Performance: Settings for render performance.

Post Processing: If doing composites or sequences (discussed later) are controlled here.

Stamp: Labeling for frames and movies if needed.

Bake: Baking is a feature where certain processes can be saved to speed rendering.

