

Rendering

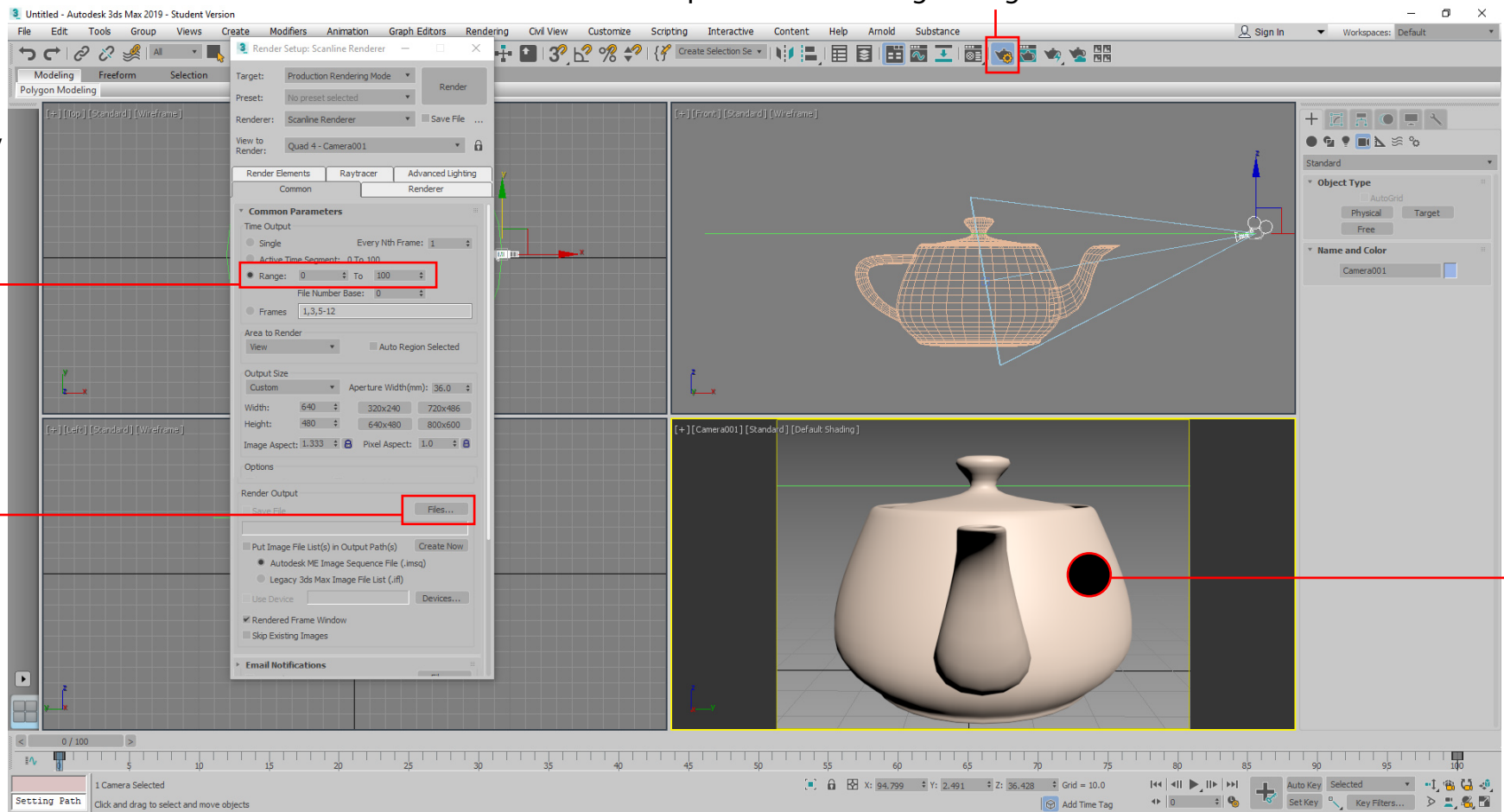
The term "Rendering" refers to process of taking the raw 3D Max file you see in the viewport and processing it into a file that can viewed by someone without using 3D Max. There are many file types - MPEG, Quicktime, Tiff etc.. We'll use AVI.

1. Select the Camera Viewport.

2. Open the "Rendering" dialog box.

3. Set "Range"

4. Click "Files".

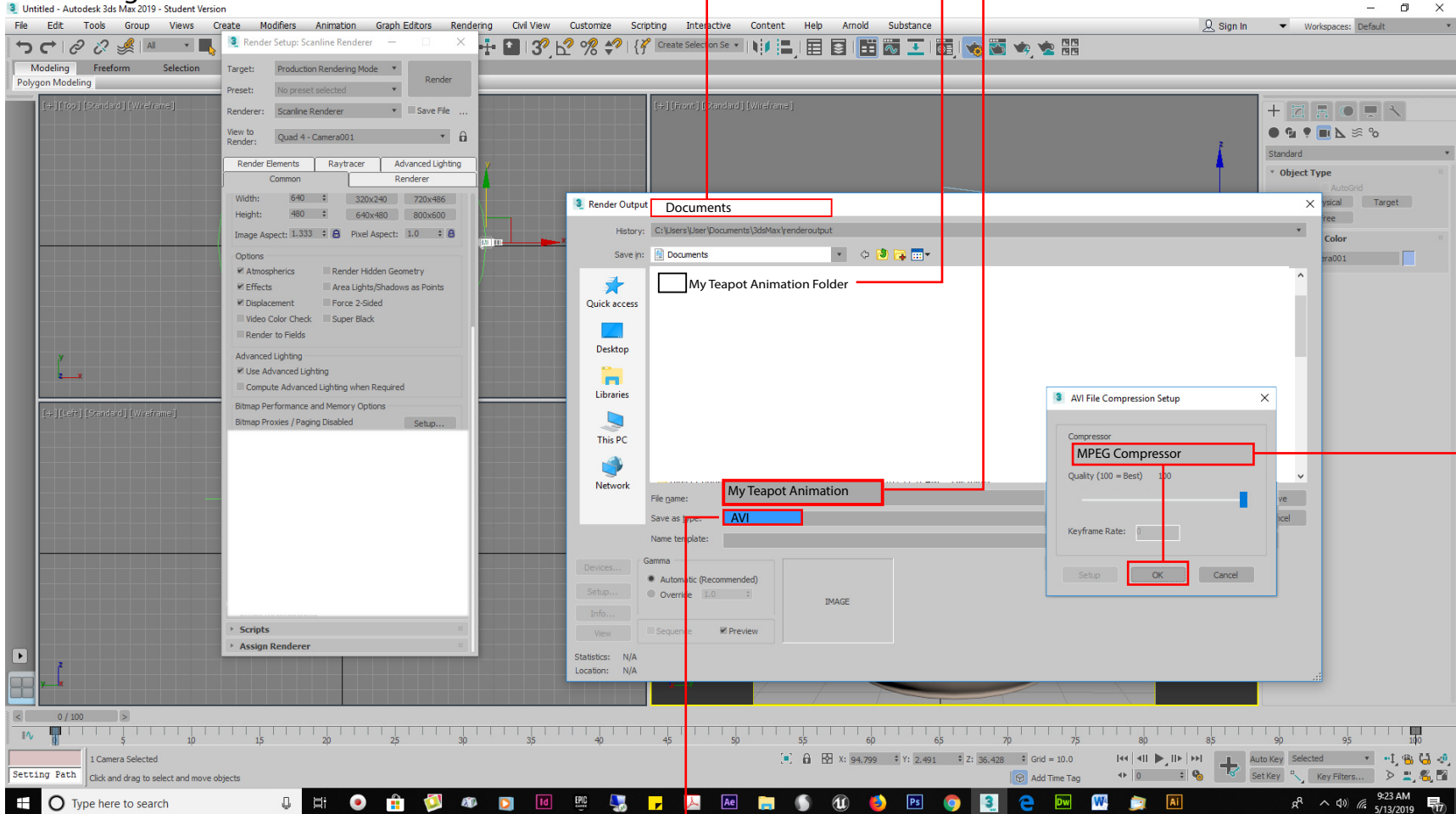


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6. Make a new folder and name it for your animation

5. Save your rendering in the "Documents" folder.

7. Name your animation.

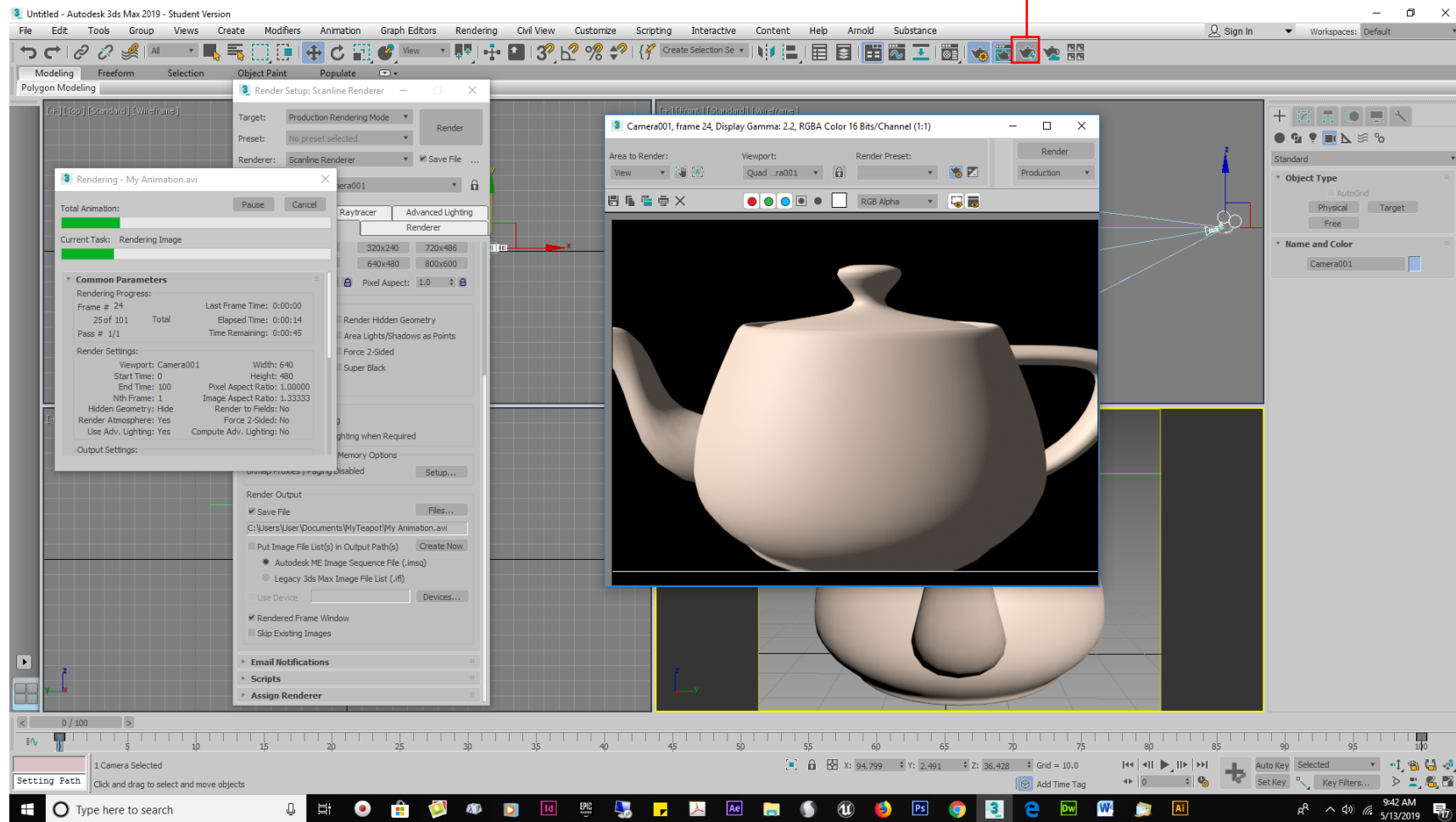


8. Choose "AVI" as the format & click Save.

9. Choose "MPEG Compressor"

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10. Click the rendering teapot



Each frame of your animation is scanned and placed into the AVI format. Once all the frames are rendered, view your AVI file using Windows Media Player.