SAVING ANIMATIONS FOR TESTING & PRESENTATION

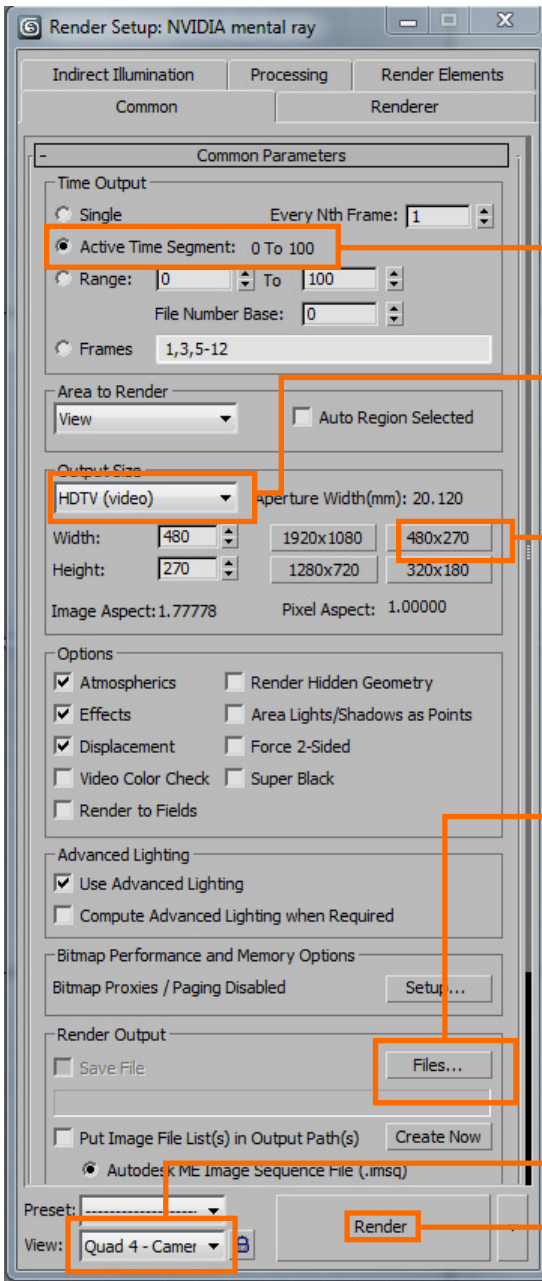**Career Technical Education**
SoCal ROC

When you save for "Presentation" you will use different settings in the Render Dialog. This allows you blend your animation with your other animation in a program called "AfterEffects". so you can begin putting together your reel.

1. Settings

a. On the menu bar select 'Rendering" and choose "Render".

b. Set "Time Output" to the number of frames you want to render.

c. Set the "Output Size" to HDTV and choose from one of the size presets.

Note: For Presentation use 480 x 270.

d. Click "Files" in "Render Output". Follow the typical file saving procedures. Use "Tif" as the file type.

e. Set the drop down to the camera

f. Click 'Render".

2. Viewing - Open "Adobe AfterEffects" and import your animation.

Render Setup: NVIDIA mental ray

Tabs: Indirect Illumination | Processing | Render Elements | Common | Renderer

Common Parameters

Time Output
- Single — Every Nth Frame: 1
- ● Active Time Segment: 0 To 100
- Range: 0 To 100
  - File Number Base: 0
- Frames: 1,3,5-12

Area to Render
- View
- Auto Region Selected

Output Size
- HDTV (video) — Aperture Width(mm): 20. 120
- Width: 480 — 1920x1080 | 480x270
- Height: 270 — 1280x720 | 320x180
- Image Aspect: 1.77778
- Pixel Aspect: 1.00000

Options
- ☑ Atmospherics — ☐ Render Hidden Geometry
- ☑ Effects — ☐ Area Lights/Shadows as Points
- ☑ Displacement — ☐ Force 2-Sided
- ☐ Video Color Check — ☐ Super Black
- ☐ Render to Fields

Advanced Lighting
- ☑ Use Advanced Lighting
- ☐ Compute Advanced Lighting when Required

Bitmap Performance and Memory Options
- Bitmap Proxies / Paging Disabled — Setup...

Render Output
- ☐ Save File — Files...
- ☐ Put Image File List(s) in Output Path(s) — Create Now
- ● Autodesk ME Image Sequence File (.imsq)

Preset: _____
View: Quad 4 - Camer

Render

Save Dialog

History: C:\Users\Shookdaddy\Documents\3dsMax\renderoutput

Save in: renderoutput

Folders: _notes | ABC | ABC-2 | Hair

Files: Lexco-Banner-01 | Morpher | Morpher2 | Morpher2

File name: My Animation

Save as type: All Formats

Buttons: Devices... | Setup... | Info... | View

All Formats
AVI File (*.avi)
BMP Image File (*.bmp)
Kodak Cineon (*.cin)
Encapsulated PostScript File (*.eps,*.ps)
OpenEXR Image File (*.exr,*.fxr)
Radiance Image File (HDRI) (*.hdr,*.pic)
JPEG File (*.jpg,*.jpe,*.jpeg)
PNG Image File (*.png)
MOV QuickTime File (*.mov)
SGI File (*.rgb,*.rgba,*.sgi,*.int,*.inta,*.bw)
RLA Image File (*.rla)
RPF Image File (*.rpf)
Targa Image File (*.tga,*.vda,*.ich,*.vst)
TIF Image File (*.tif)
DDS Image File (*.dds)
All Files (*.*)

Statistics: N/A
Location: N/A