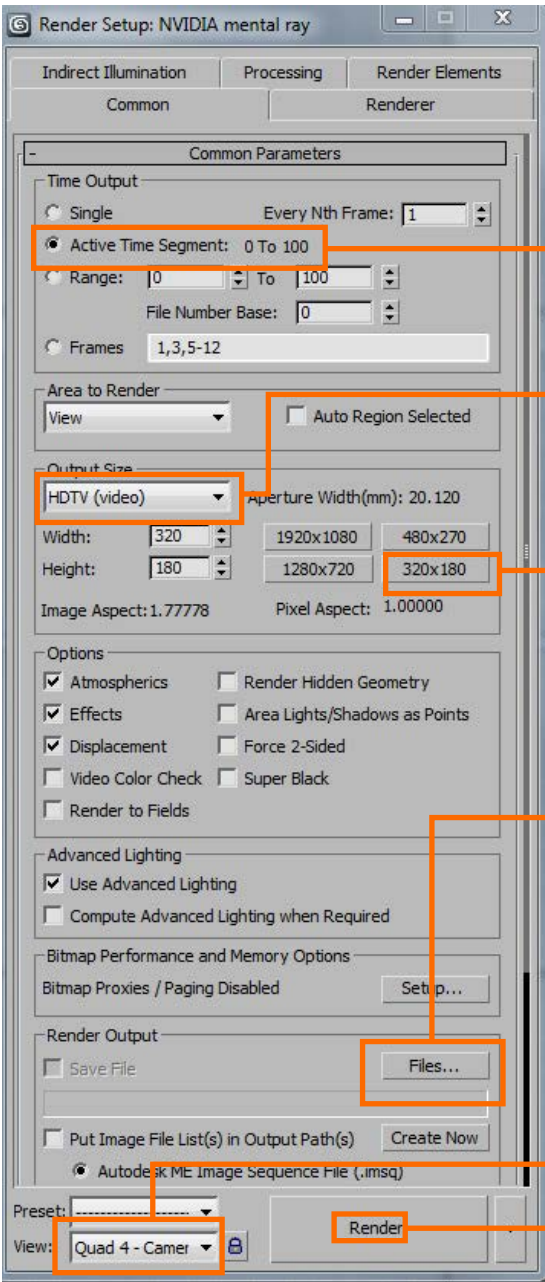


SAVING ANIMATIONS FOR TESTING & PRESENTATION

In this class you will render out your animations in two ways: Testing and Presentation. This first page shows how to render for testing. The next page shows how to render for presentation.

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.

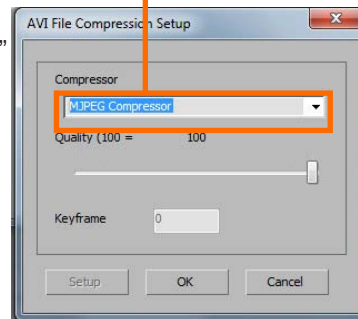
Note: For Test Rendering 320x180 is fine.

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

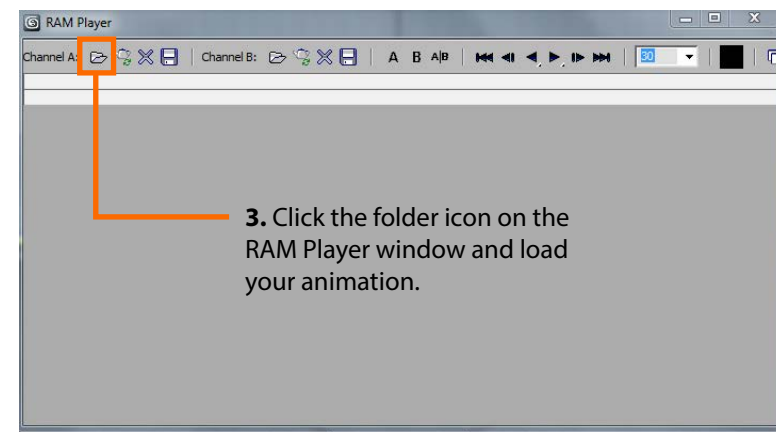
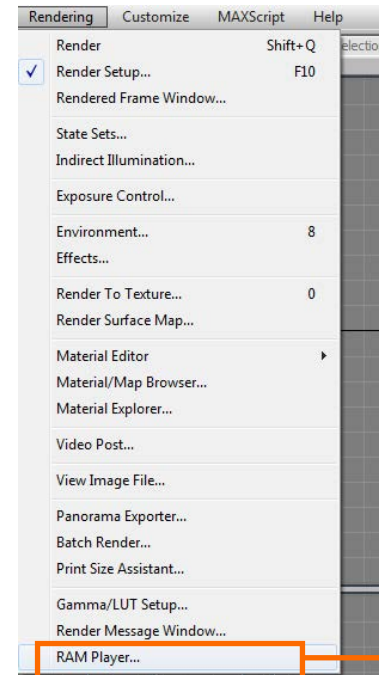
e. Set the "Compression" to

f. Select "Camera"

g. Click 'Render'.



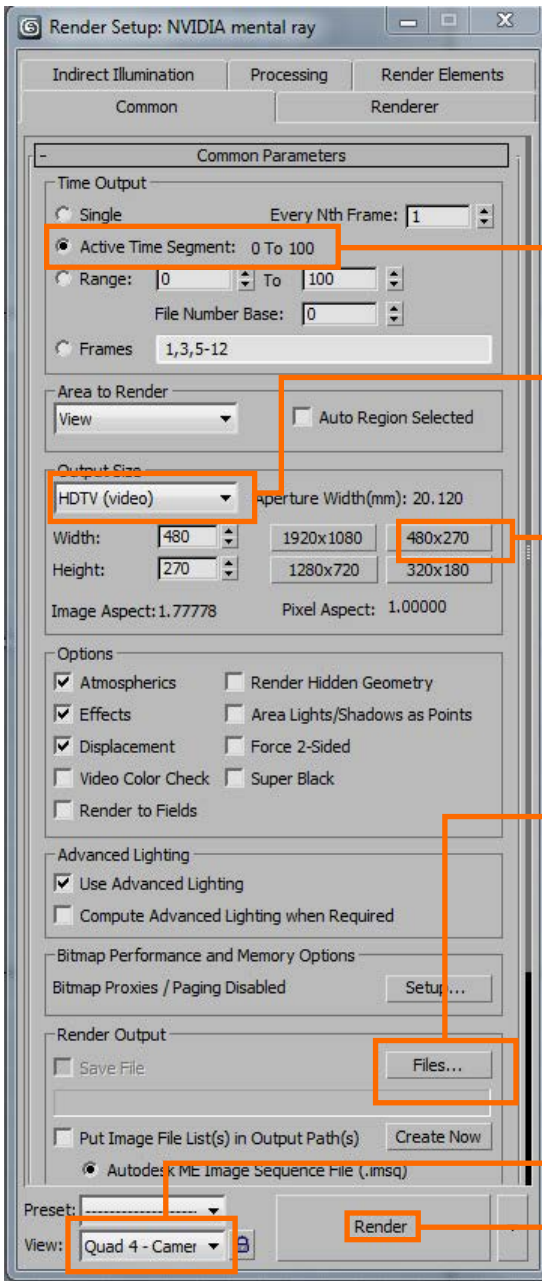
2. Viewing - To watch your animation, open the "Rendering" tab on the main menu and select "RAM Player".



3. Click the folder icon on the RAM Player window and load your animation.

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.

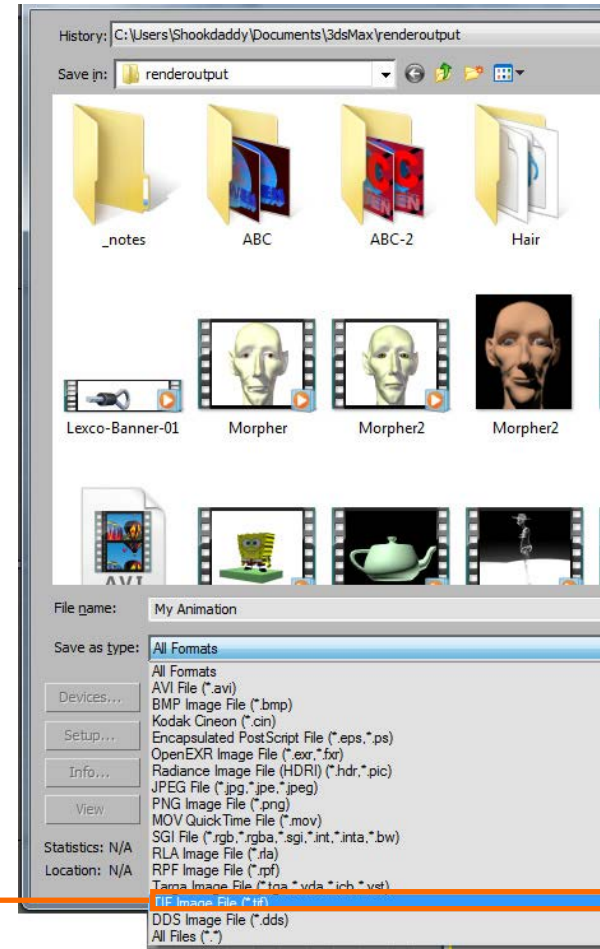
Note: For Presentation use 480 x 270.

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

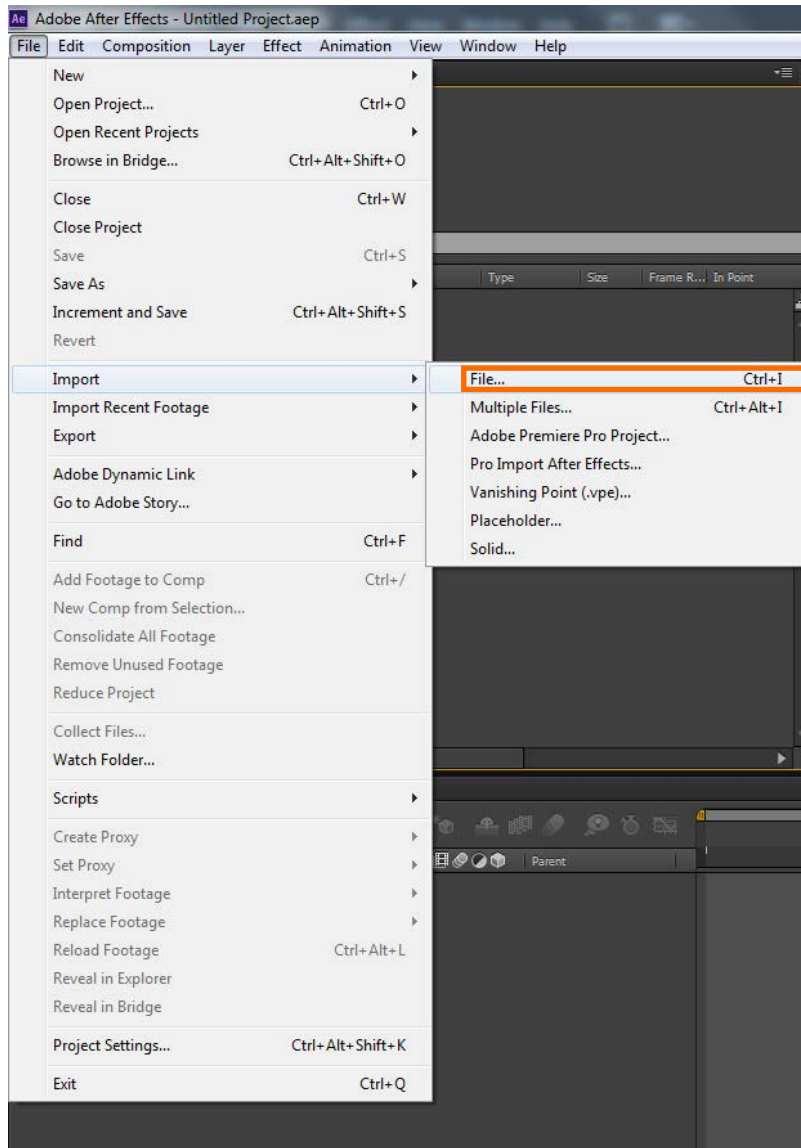
e. Set the drop down to the camera

f. Click 'Render'.

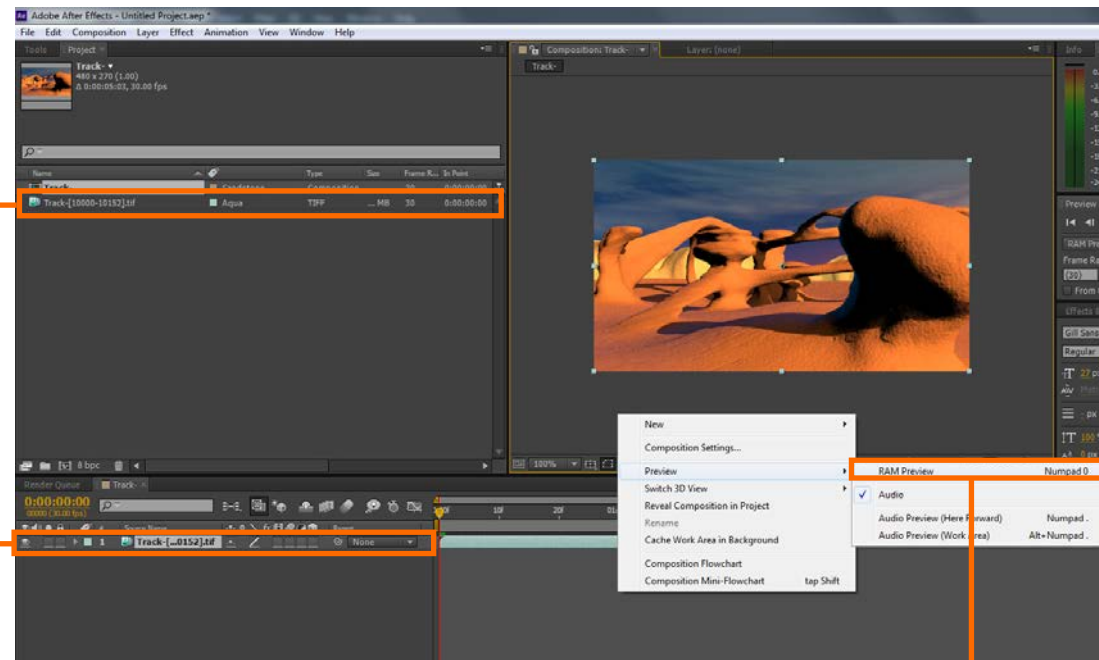
2. Viewing - Open "Adobe AfterEffects" and import your animation.



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



3. Your animation will appear on the "Project" panel.



4. Drag your animation from the "Project" panel into the "Track" panel.

5. Right click in the "Viewing" Panel and select "RAM Preview".