## 3D Animation & Modeling SoCal ROC

## How to Save an Animation

**Rendering Your Animation** 

🖾 Render Scene: Default Scanline Rende 🔳 🗖 🔀	1. On the menu bar select 'Rendering" and choose "Render".
Render Elements Raytracer Advanced Lighting Common Renderer	<ul> <li>2. Set "Time Output" to the number of frames you want to render.</li> </ul>
Common Parameters     Time Output     Single Every Nth Frame: 1     Active Time Segment: 0 To 100     Reverse 0	
C Range: 0 C To 100 C File Number Base: 0 C Frames 1,3,5-12	3. Set the "Output Size" to HDTV and
Output Size	choose from one of the size presets.
HDTV (video)          Aperture Width(mm): 20.120           Width:         320         1920x1080         490x270           Height:         180         1280x720         320x180	Note: For this class 320x180 is fine.
Image Aspect: 1.77778 Pixel Aspect: 1.00000	
Options Atmospherics Render Hidden Geometry Effects Area Lights/Shadows as Points	
Effects     Area Lights/Shadows as Points     Displacement     Force 2-Sided	
🔽 Video Color Check 🔲 Super Black	
Advanced Lighting	4. Click "Files" in "Render Output".
<ul> <li>Use Advanced Lighting</li> <li>Compute Advanced Lighting when Required</li> </ul>	5. Follow the typical file saving procedures. Use "QuickTime" as the file type.
Render Output	
Use Device Devices	<ul> <li>6. Set the drop down to the camera you want to render from and select "MovQuicktime" as the file type</li> </ul>
<ul> <li>● Production Preset:</li></ul>	—— 7. Click 'Render".