How to Save an Animation

🖻 Render Scene: Default Scanline Rende 🔳 🗖 🔀	1. On the menu bar select 'Rendering" and choose "Render".
Render Elements Raytracer Advanced Lighting Common Renderer	2. Set "Time Output" to the number of frames you want to render.
Common Parameters Time Output Single Every Nth Frame: 1 Active Time Segment: 0 To 100 Range: 0 To 100 File Number Base: 0 Output Size Aperture Width(mm): 20.120 Width: 320 HDTV (video) ✓ Aperture Width(mm): 20.120 Width: 1920x1080 490x270 Height: 180 Image Aspect: 1.77778 Pixel Aspect: 1.00000	3. Set the "Output Size" to HDTV and choose from one of the size presets. Note: For this class 320x180 is fine.
 Atmospherics Render Hidden Geometry Effects Area Lights/Shadows as Points Displacement Force 2-Sided Video Color Check Super Black Render to Fields Advanced Lighting Compute Advanced Lighting when Required Render Output Save File Files Use Device Devices Net Bender 	 4. Click "Files" in "Render Output". 5. Follow the typical file saving procedures. Use "QuickTime" as the file type. 6. Set the drop down to "Camera". 7. Click 'Render"
Production Preset: ActiveShade viewport: Camera01 Render	 7. Click 'Render". * Once complete you can open the rendered file with "Windows Media Player"