



3D Animation/Video

Render to File

You will have to render your animations at various times to be able to see what the character will look like. These instructions are for doing a single frame rendering for seeing how the model is coming along. On the back there are the instructions for making a movie.

Follow the steps listed below:

1. Click on the "Render to File" button. A window like the one seen in Fig. #1 below should open.
2. Click on the image that is called "Final".
3. Next click on the ... button and a "Save Image(s) As" window will open (See Fig. #2). In this window locate where you want to save the rendered file.
4. Change the "Format" of the file to Jpeg files as seen in Fig. #2.
5. Click on "Save"

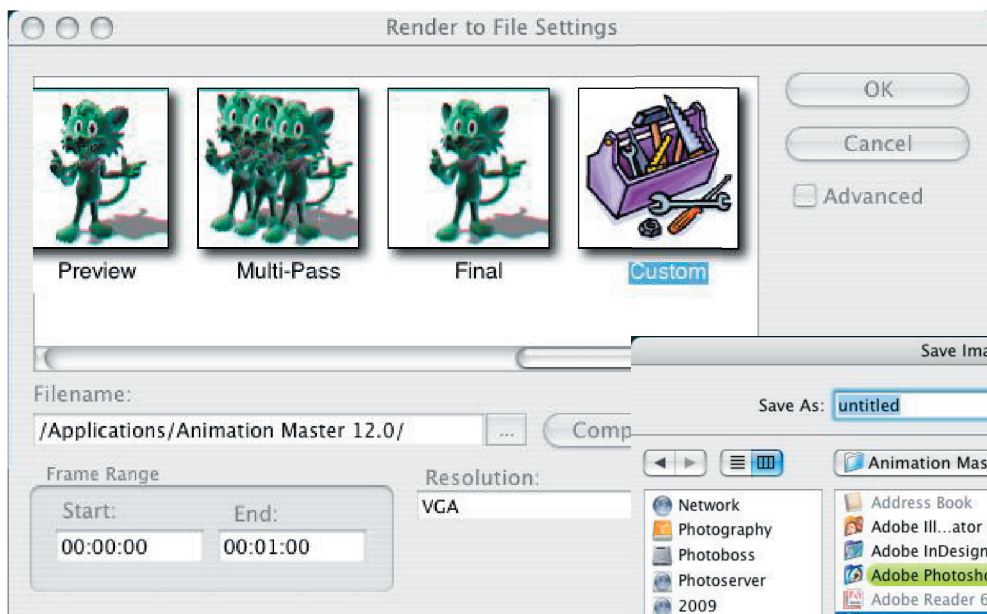
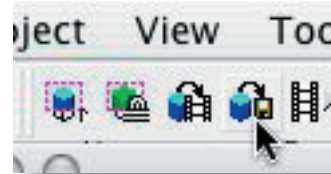


Fig. #1 Render to File Settings

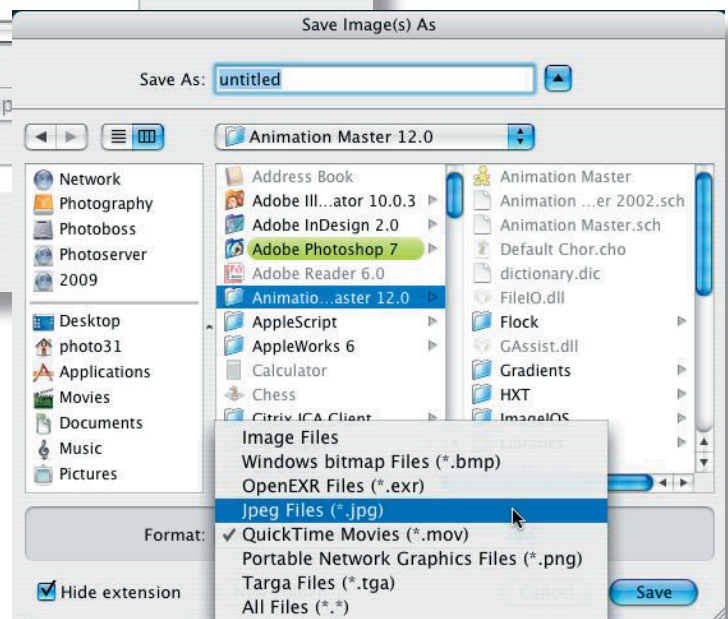


Fig. #2 Save Image as

Render to File (movie) Instructions: (this part may take a while so you might need to start it and then let it continue after you leave.

1. Do steps 1-3 like you did on the front page.
2. For step 4 make sure the "Format" is set to "QuickTime Movies".
3. Click on the "Compression" button and change the "Compression Settings" to what you see in Fig. #3. Then click OK.
4. In the "Render to File Settings" window set the "End" time to 00:03:00. (or what ever amount of time you want it to be) (Remember the longer the time the longer it will take to Render)
5. Click on the "OK" button and the rendering window should open and start the rendering. This will take a while so you will need to leave it going when you leave. (You may need to come in after school and start the rendering for really long scenes.) **Suggestion:** When doing your renderings split up the scene into smaller parts to avoid having to do a long render.)

Rendering with Green Screen Effects:

This will not actually give you a green screen, but it will give you the effect of a green screen when you put the image or movie into Final Cut Express. For this to work the image must be saved as either a Targa (.tga) or Quick-time movie (.mov).

After step 4 above click on the button for "Advanced". See Fig. #2.

Click on the arrow by "Buffers" and make sure the "Alpha" buffer is turned to "ON". Fig. #1 Compression Settings

Click on "OK" and the rendering should start.

When the rendering is completed the background will be black. When you import it into Final Cut and put it above another clip in the time line the background will not be seen.

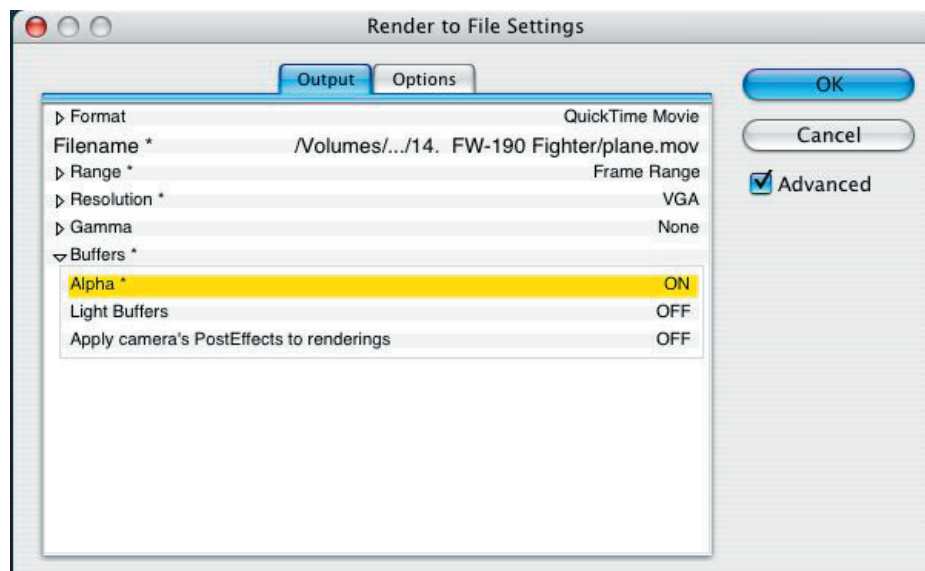
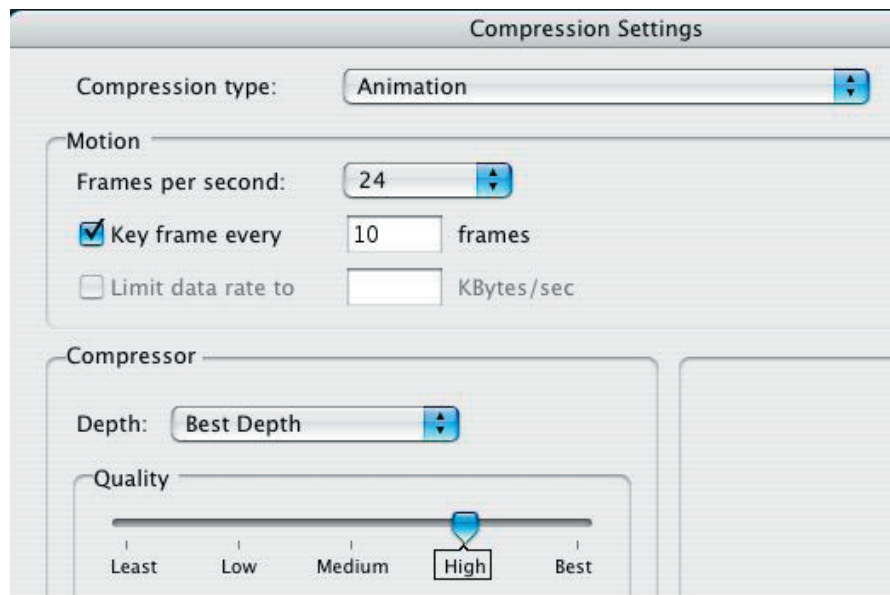


Fig. #2 Advanced setting