



# Animation Output Settings

app: Studio MAX 6.0  
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## 1 What Up

Final rendered video may take many hours (or days!) to complete, so its wise to render as many quick tests in a rough draft form, so that you can refine and tweak all the action and get it just right. If I didn't mention it before (I did) good work takes practive and tweaking, so always budget time for proper testing.

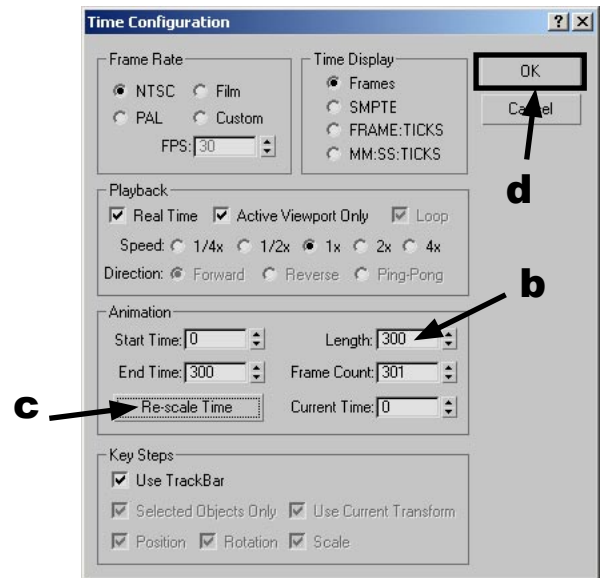
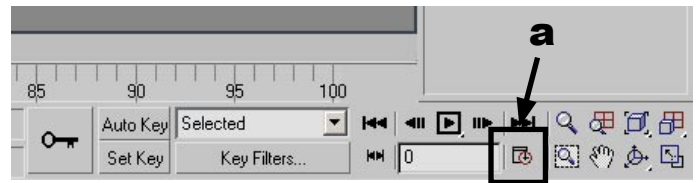
This handout is broken into two parts : setting for final high quality rendering and rough draft rendering.

Studio MAX can render from any viewport in virtually any size -- or resolution -- needed. However, you should only render animation from a **camera viewport** as opposed to the perspective viewport. Your perspective viewport may change the next time you open Studio MAX, so you'll never be able to get that "perfect angle" again. If your scene does not have a camera, make one!

## 2 Set A New Length

Make sure your scene is the required length for all your cool action. By default, MAX will set the timeline to 30 or 100 frames, which is only 1 or 3.3 seconds. Too short! Let adjust the scene to give us 300 frames (10 seconds) of time.

- a** Click on the **Time Configuration** button
- b** Type in **300** in the **Length** setting.
- c** Click **Re-scale Time** to accept.
- d** Click **OK** to close



## 3 Render Scene Dialog

Open the Render Scene Dialog by typing **F10** or clicking on the button located on the top row toolbar



The Render Scene pulldown menu is used to select which object(s) will be rendered. By default, it will display **View**, but you can change this. If you change it to **Selected**, then it will only render the object(s) currently selected in the viewport. This is handy if you want to only render one object for testing and tweaking. [The Render Scene dialog appears on the next page.]

**COMMON GOOF:** Make sure this is always re-set back to 'view.' If its left on 'selected,' and nothing is selected, you might be rendering 500 frames of black nothingness. Oopsie.

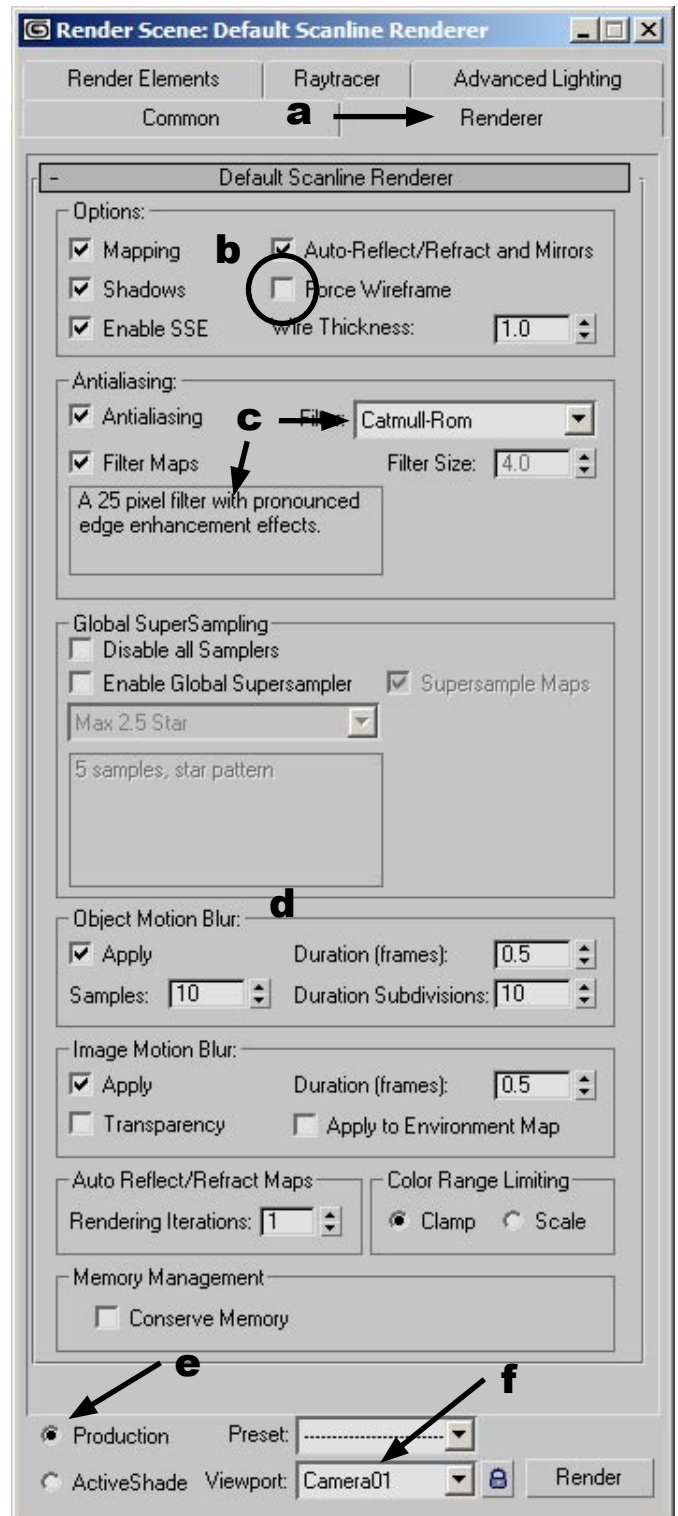


# Animation Output Settings

## PART ONE : FINAL HIGH QUALITY RENDER

### 4 Renderer Tab

- a** Select the **Renderer** tab
- b** Under **Options**, select all except for **Force Wireframe**.
- c** Under **Antialiasing** check both boxes and modify the filter to **Catmull-Rom**. The explanation box will tell you the details of each Antialiasing filter, used for smoothing the “jaggy edges.”  
  
Catmull-Rom works great for product and toys.
- d** The settings under **Object** and **Image Motion Blur** don’t matter unless the object properties are adjusted to display motion blur. More advanced users can read the help section for more information.
- e** Verify you have selected **Production**. Anything else is for more advanced users.
- f** At **Viewport**, verify you have selected the appropriate camera from which to render.



Go to Page 04 for the **Common** tab settings.



# Animation Output Settings

## PART TWO : DRAFT QUALITY TEST RENDER

### 4 Renderer Tab

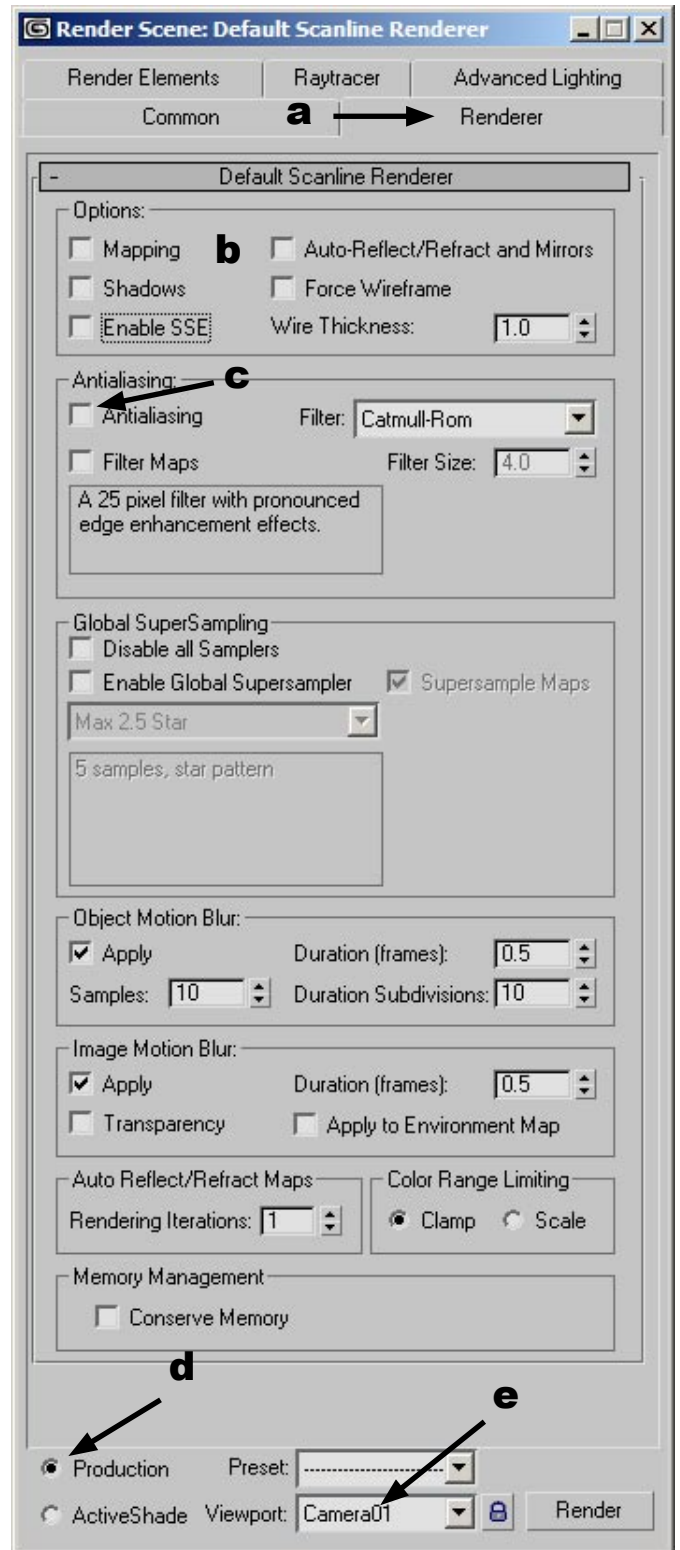
- a** Select the **Renderer** tab
- b** Under **Options**, de-select all options.
- c** Under **Antialiasing** de-select the check box.
- d** Verify you have selected **Production**. Anything else is for more advanced users.
- e** At **Viewport**, verify you have selected the appropriate camera from which to render.

#### ▷ OUR GOAL HERE:

This draft mode video is only intended to save rendering time. You will not see any shadows or texture maps -- and the image will look damn fuzzy with no anti-aliasing. The advantage is that rendering is about 100 times faster (or more) than the final quality settings.

The goal is to test your animation as much as possible until it looks right to your eye. Render out 5, 10, or 20 videos if you have to. Save them all by naming them sequentially (video 01, video 02, etc) to keep track of your progress. After the project is all done and you go back to check out the earlier tests. it will only help you get better in the future.

Remember, pixels are free! Experiment!



Go to Page 04 for the **Common** tab settings.

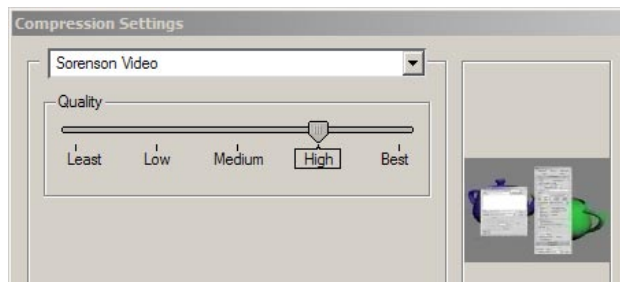


# Animation Output Settings

## PART THREE : RENDER (EITHER QUALITY)

### 5 Common Tab

- a** Select the **Common** tab
  - b** Select Range and type in **0 and 240** for our eight-second video
  - c** Under **Output Size**, select one
    - **HIGH QUALITY** : 640 x 480
    - **LOW QUALITY** : 320 x 240
  - d** Under **Options**, de-select all options.
  - e** Click **Files** to give your video a name and select your output options.
- Name your video file, select **QuickTime** (.mov) as your file type and use the **Sorenson** compressor.



For the file/folder location, render to your local computer -- not on the network. If the network has a drop-out glitch during your render, you will have to start all over. After the video is complete, you can **then** move it anywhere.

- f** Under **Assign Render**, make sure it is the camera you want. (No perspective viewports, remember?)
- g** Click render and take a break. I like tea.

