



Intro to Render Settings

app: Studio MAX 6.0
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1 What Up

Studio MAX can render from any viewport in virtually any size -- or resolution -- needed. For this exercise, we will render from the camera view only. We will do all test renders at 640 x 480. If your scene does not have a camera, you should make one!

For final printed presentations on the standard 11 x 17 foamcore board, we definitely will need a MUCH bigger image. Those settings are in section 3 below.

2 Render Scene Dialog

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

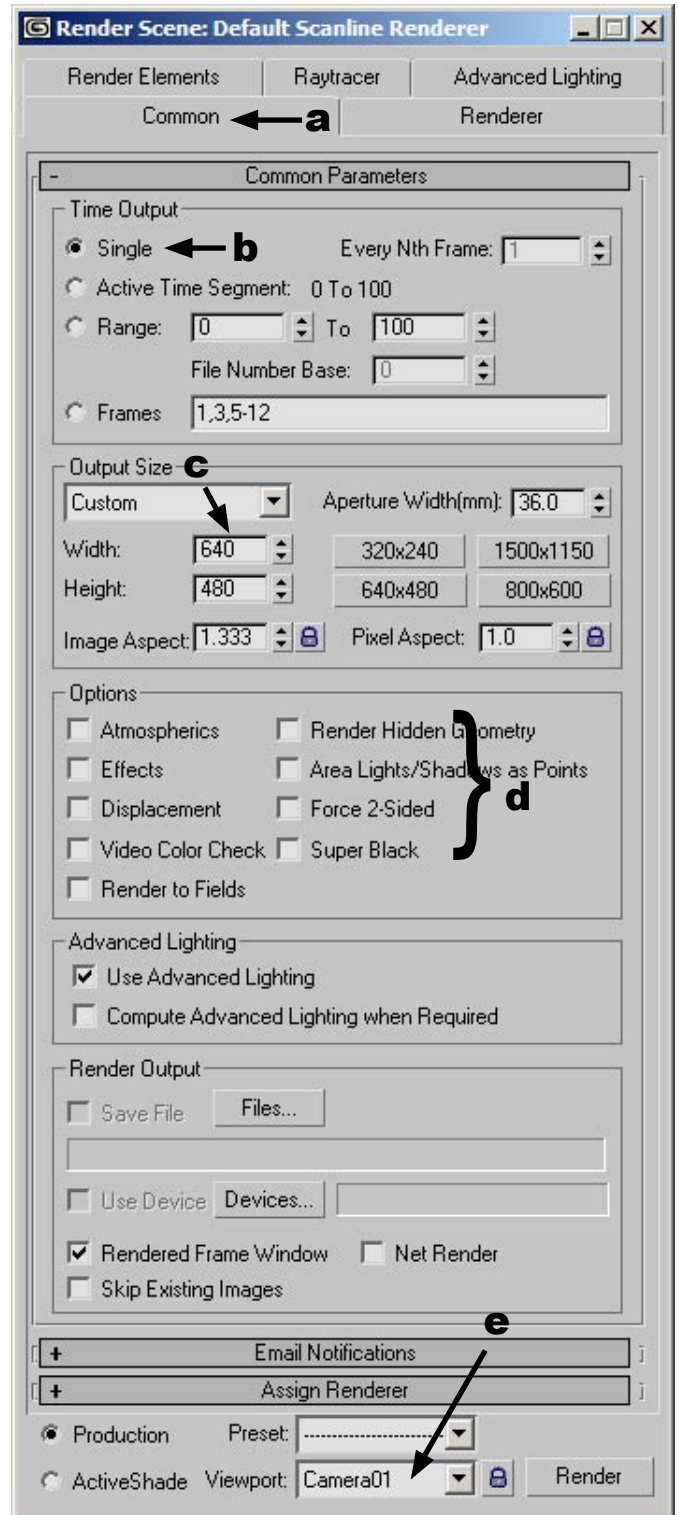


The Render Scene pulldown menu is used to select which object(s) will be rendered. By default, it will display **View**, but you can change this. If you change it to **Selected**, then it will only render the object(s) currently selected in the viewport. This is handy if you want to only render one object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

3 Common Tab

- a** Select the **Common** tab (if required)
- b** Verify **Single**, for a one frame render "still"
- c** Under **Output Size**, select one of the following:
For tests, we will use 640 x 480
For finals, we will use 1800 x 1350
- d** Under **Options**, de-select all options.
- e** Under **Assign Renderer**, make sure it is the viewport you want. This should be one of your cameras!

Renders from a perspective viewport will work, but will be impossible to match the next time you open your Studio MAX file. Don't render from the perspective viewport. Trust me on this, OK?

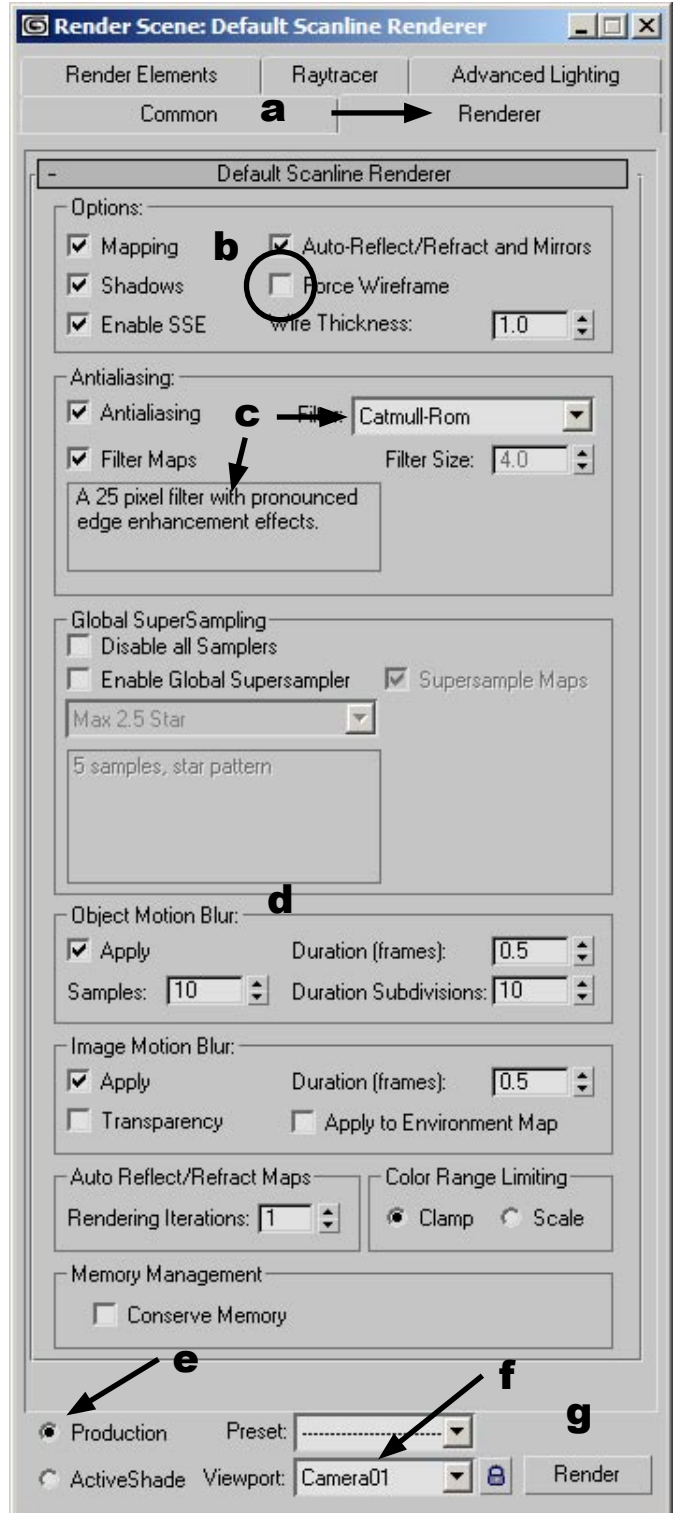




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3 Renderer Tab

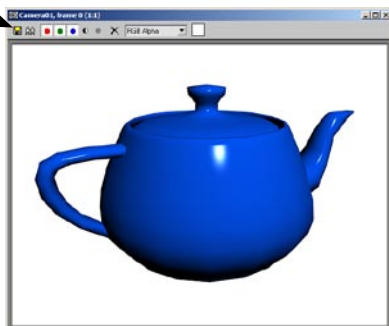
- a** Select the **Renderer** tab next
- b** Under **Options**, select all except for **Force Wireframe**.
- c** Under **Antialiasing** check both boxes and modify the filter to **Catmull-Rom**. The explanation box will tell you the details of each Antialiasing filter, used for smoothing the “jaggy edges.”
- d** The settings under **Object** and **Image Motion Blur** don’t matter right now, as we are only rendering one frame stills. These are used when you animating and rendering video clips.
- 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.
- g** Click on **Render**. Watch it for fun...or take a break if your output size is super huge and you got loads of geometry and lights, any of which will slow things down.



4 Save it or dump it.

Once complete you can save the file -- if you like it! The recommended file format is .PNG, which is compressed, but with 100% quality. Just click on the toolbar disk icon.

If the render stinks, feel free to dump it. Just close the window.



Oops! Need it back? Go to the **Rendering** top menu and select **Show Last Rendering**.

Always make sure to save ALL renders in one folder for use in your presentation. Keep them there with your Illustrator layout file and you'll avoid problems I don't have time or space to explain.

Trust the Professor. More tea, anyone?