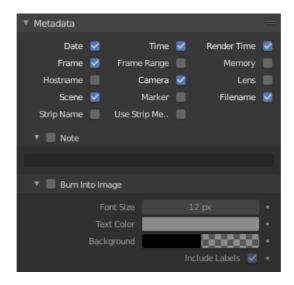# Metadata

Metadata panel.

The *Metadata* panel includes options for writing metadata into render output.

> Note
>
> Only some image formats support metadata: See image formats.

Metadata Input

Where to grab metadata from.

Scene:

Use metadata from the current scene.

Sequencer Strips:

Use metadata from the strips in the Sequencer.

Include

Date

Includes the current date and time.

Time

Includes the current scene time and render frame at `HH:MM:SS.FF`.

Render Time

Includes the render time.

Frame

Includes the frame number.

Frame Range

Includes the start and end frame numbers.

Memory

Includes the peak memory usage.

Hostname

Includes the rendering machine's hostname.

Camera

Includes the name of the active camera.

Lens

Includes the name of the active camera's lens value.

Scene

Includes the name of the active scene.

Marker

Includes the name of the last marker.

Filename

Includes the filename of the blend-file.

Strip Name

Includes the name of the foreground sequence strip.

Note

Includes a custom note.

> Hint
>
> It can be useful to use the *Note* field if you are setting up a render farm. Since you can script any information you like into it, such as an identifier for the render node or the job number. For details on stamping arbitrary values, see: this page.

Burn into Image

Add metadata as text to the render.

Font Size

Set the size of the text.

Text Color

Set the color and alpha of the stamp text.

Background

Set the color and alpha of the color behind the text.

Include Labels

Displays the labels before the metadata text. For example, "Camera" in front of the camera name, etc.