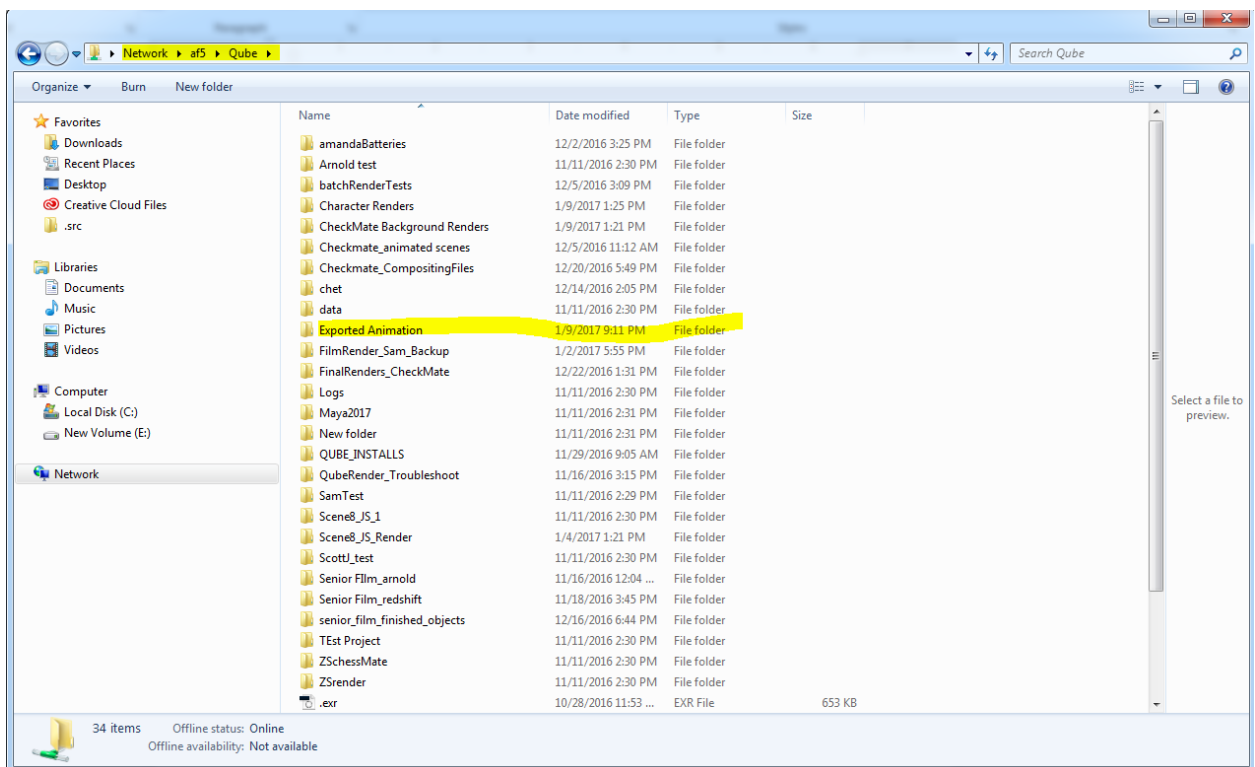


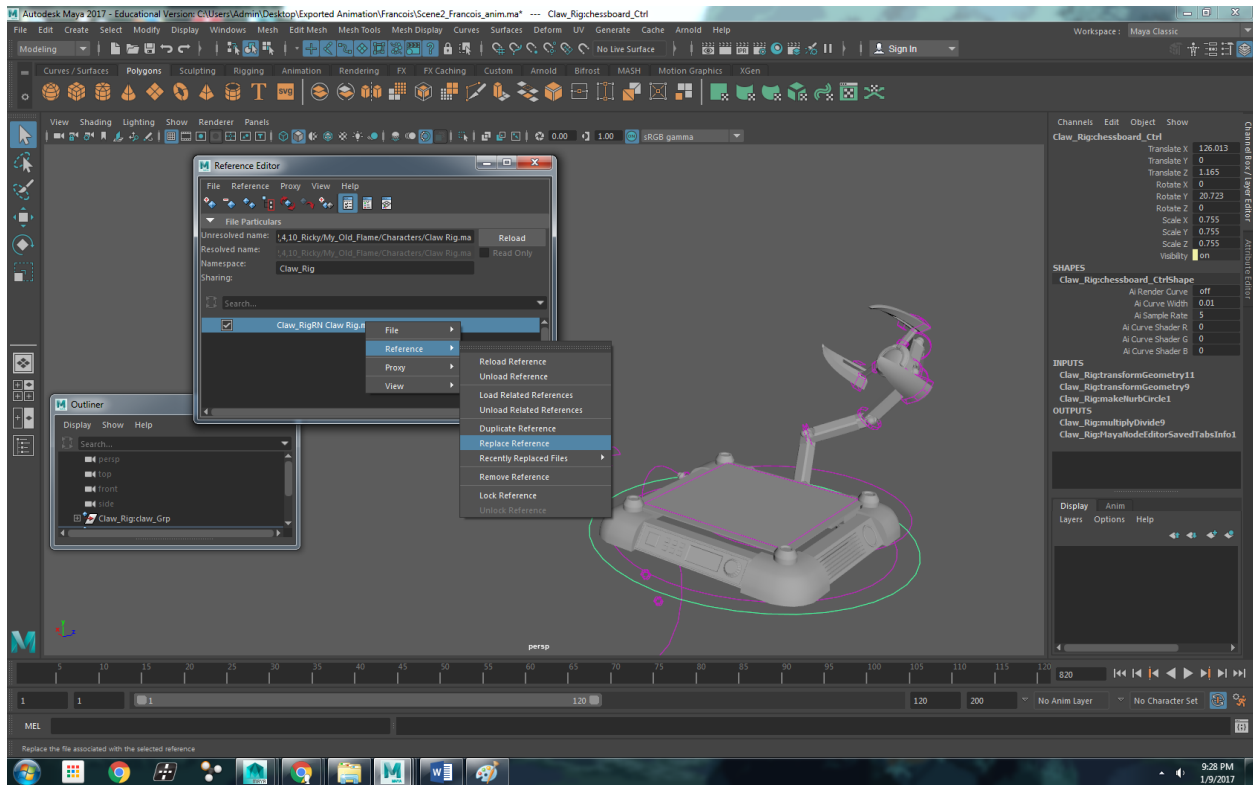
- Open the File “Exported Animation”



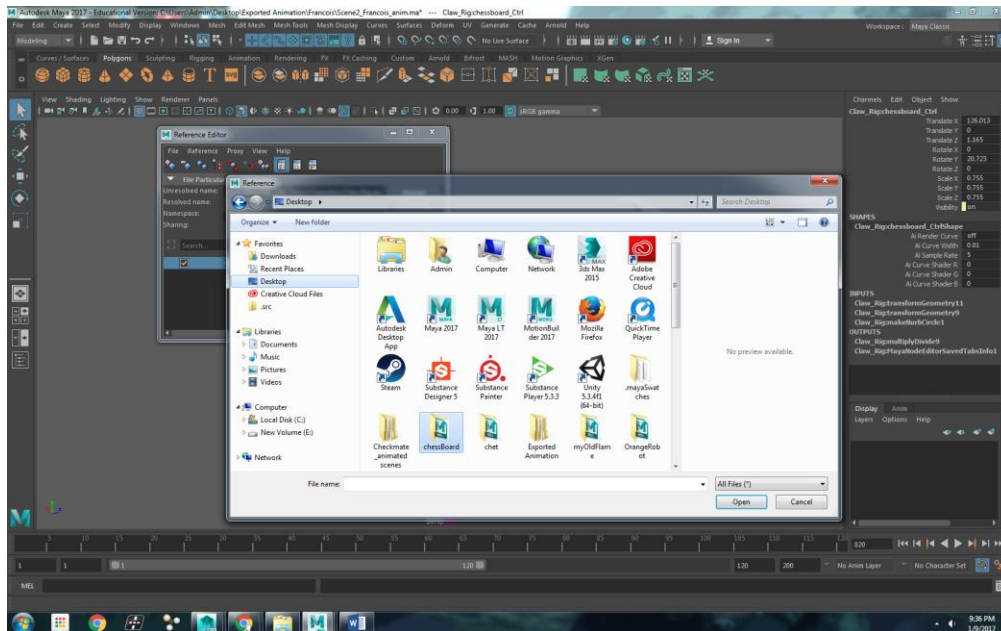
- If not on Desktop, download from QUBE

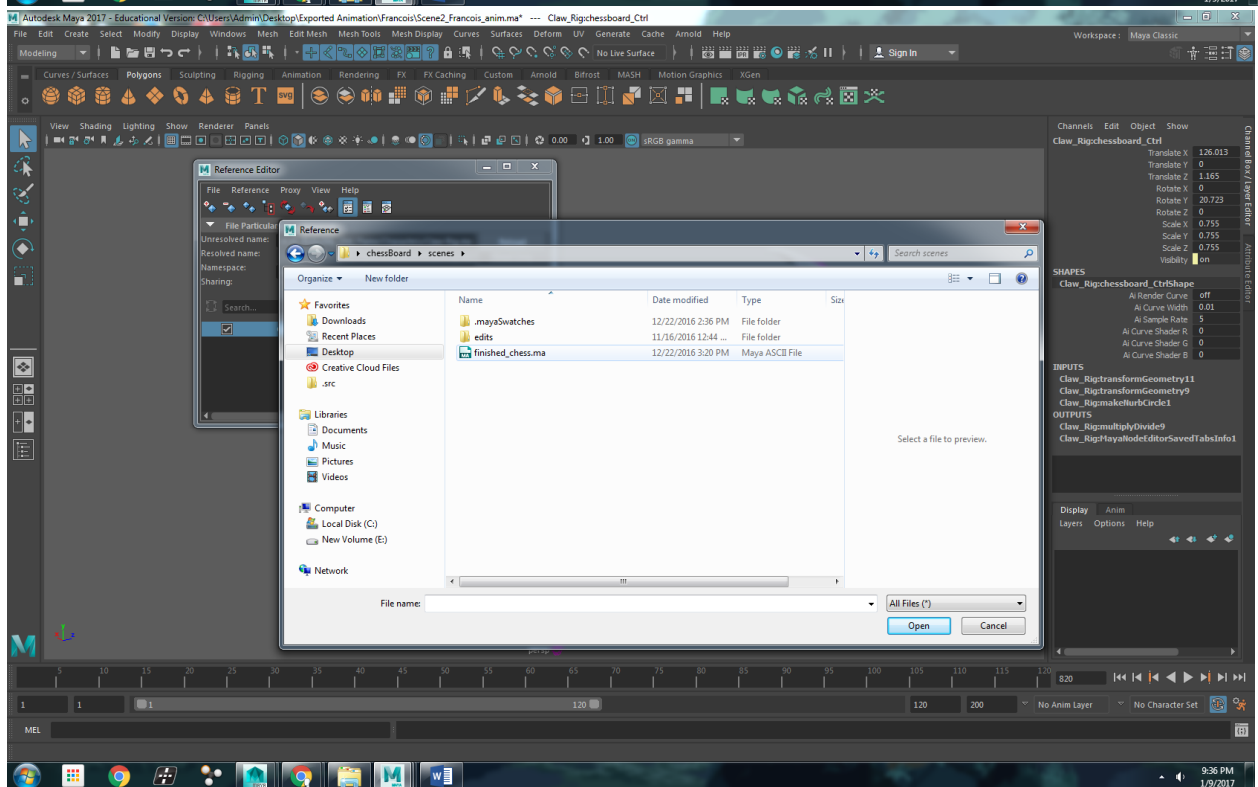
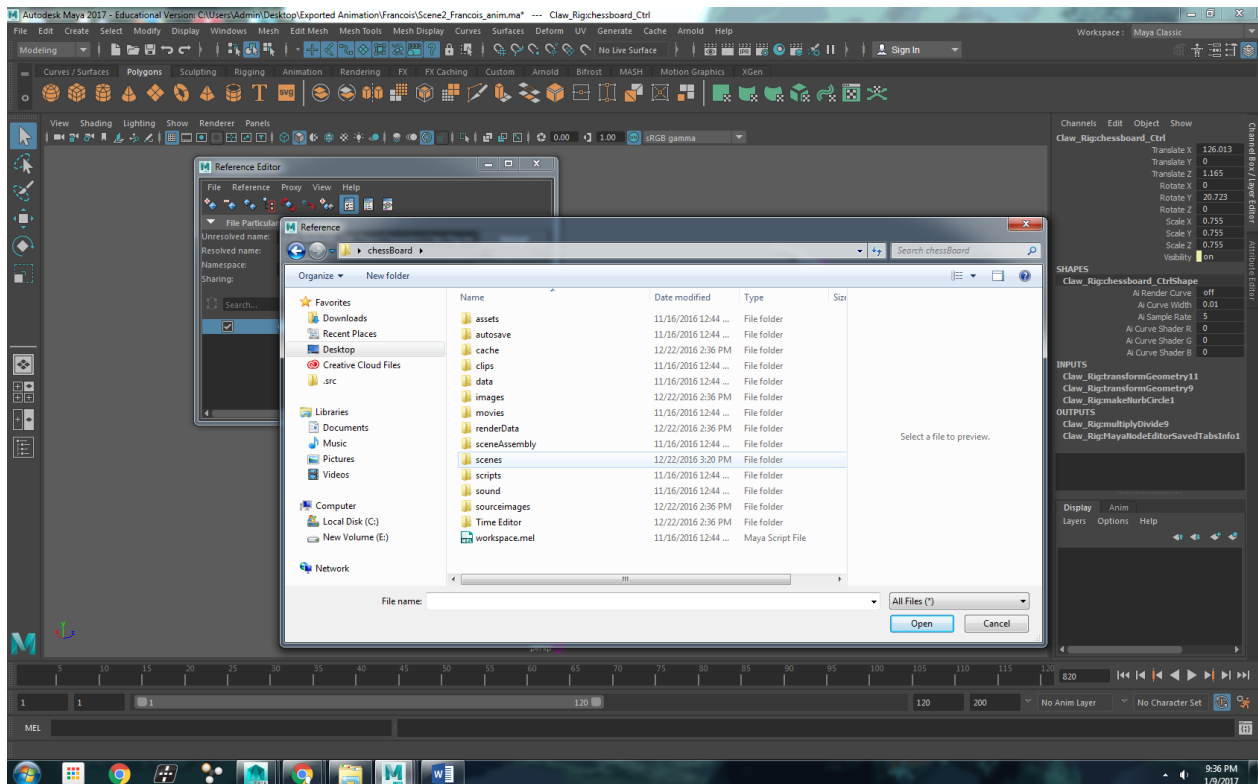


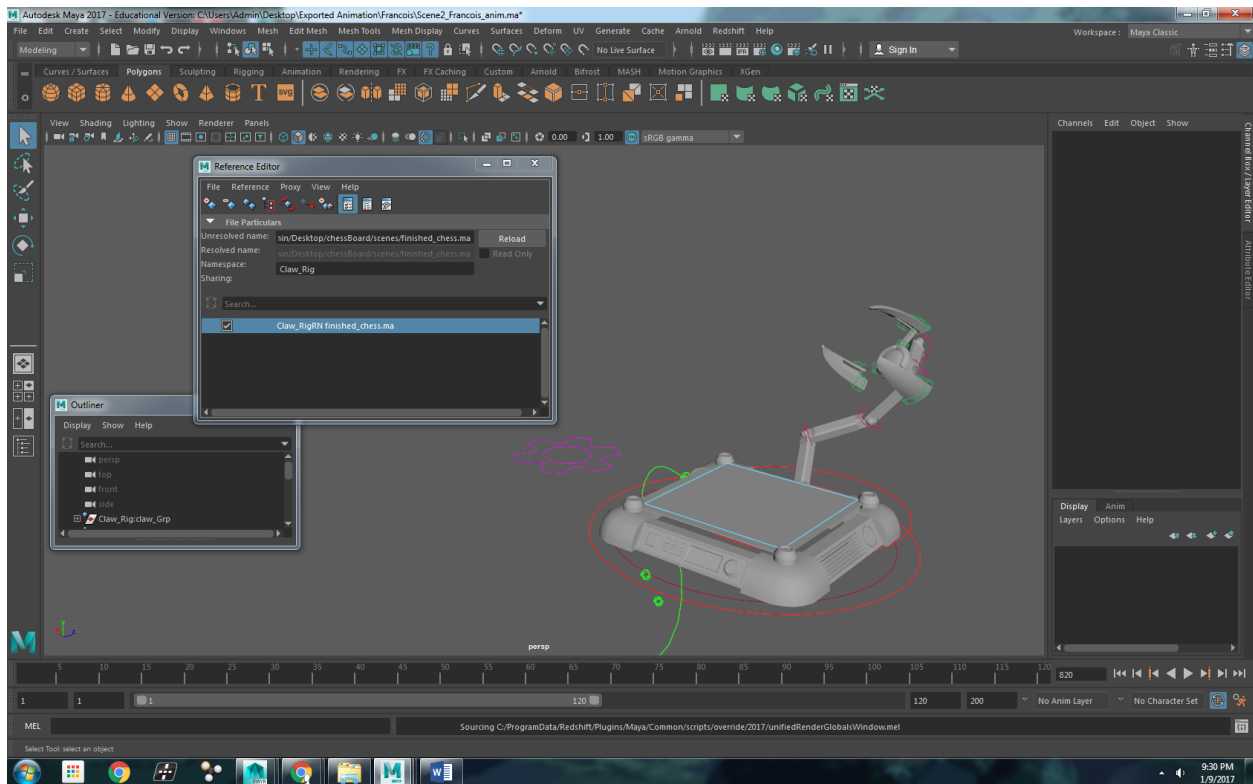
- Open Character/prop in Maya (Hold off on Chet for now, Eric is fixing hand)
- Open Reference Editor



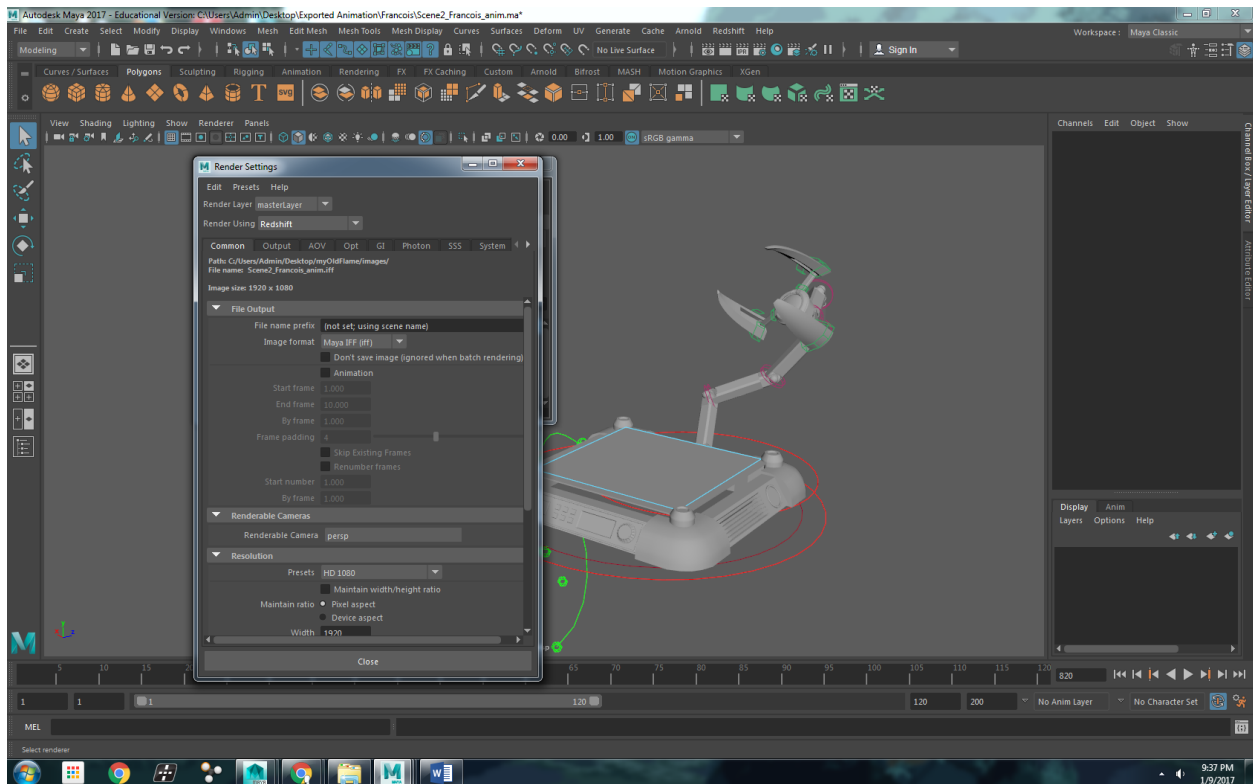
- Replace Reference with textured Asset

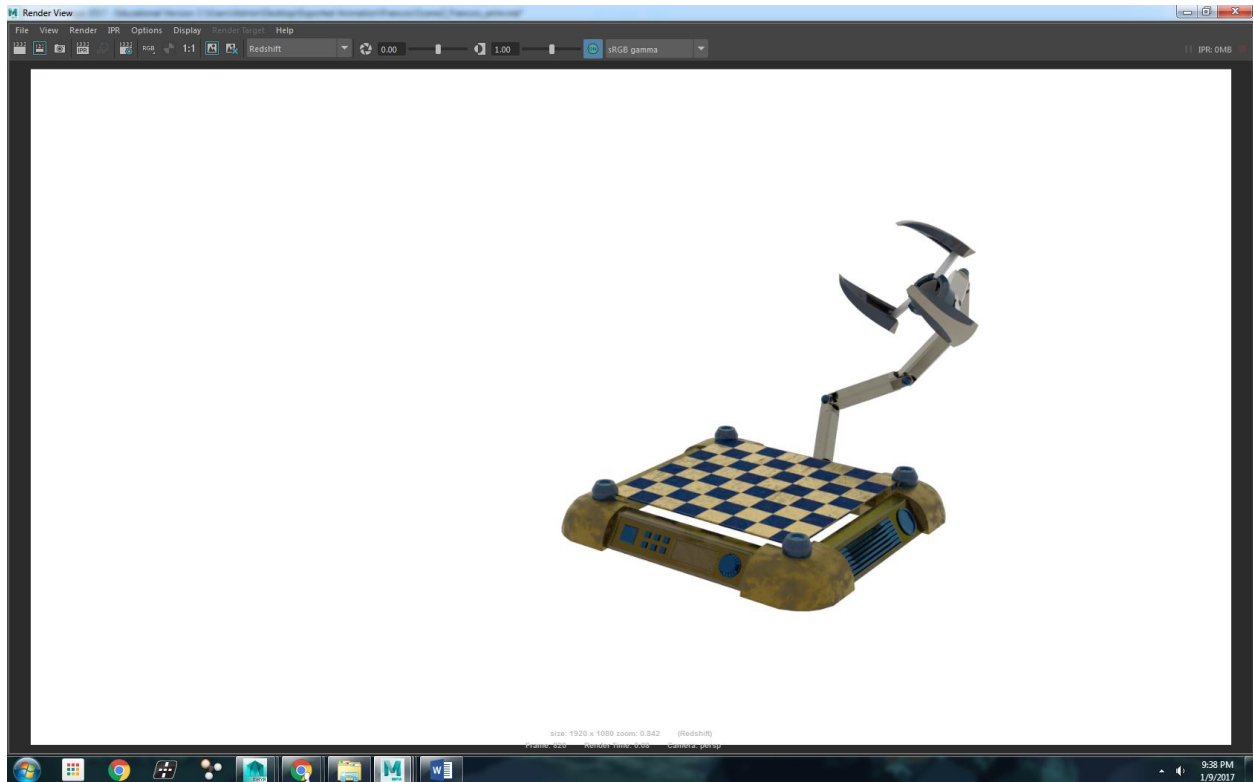




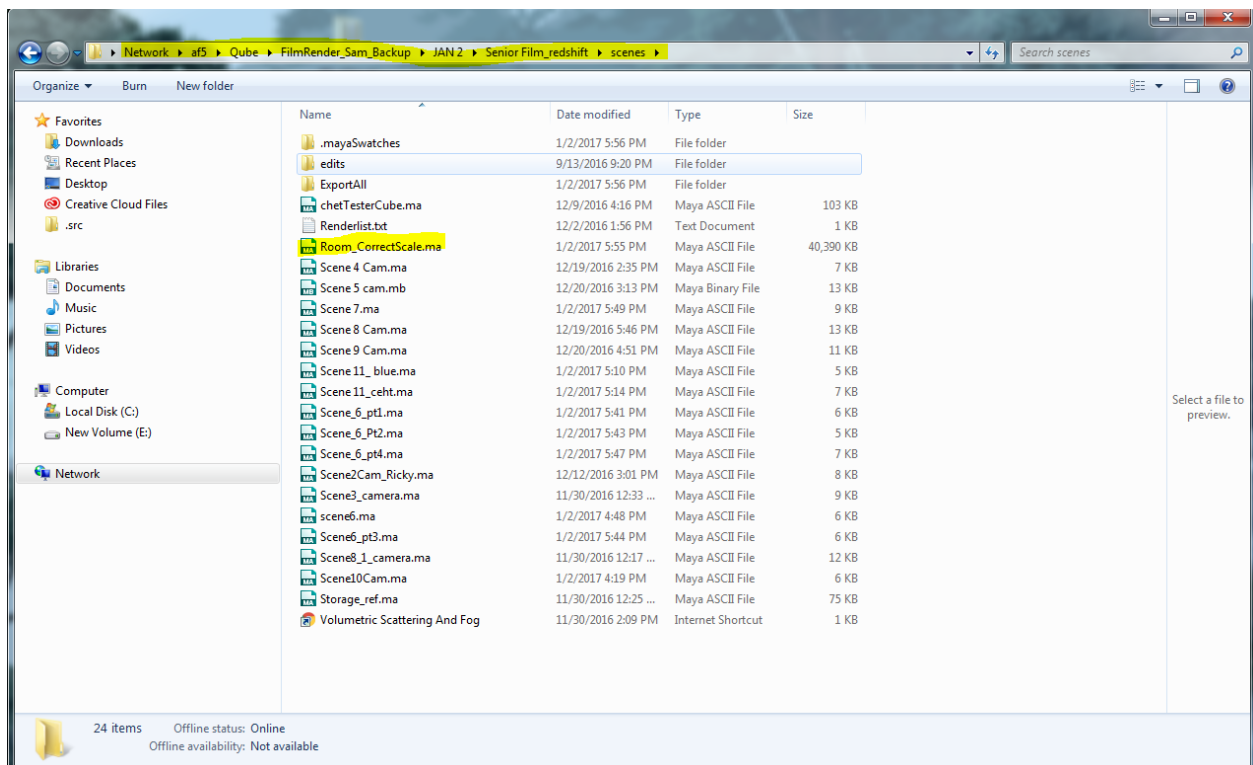


- Verify Textures are working with a quick render (Make sure in Render Settings that the default renderer is set to Redshift)

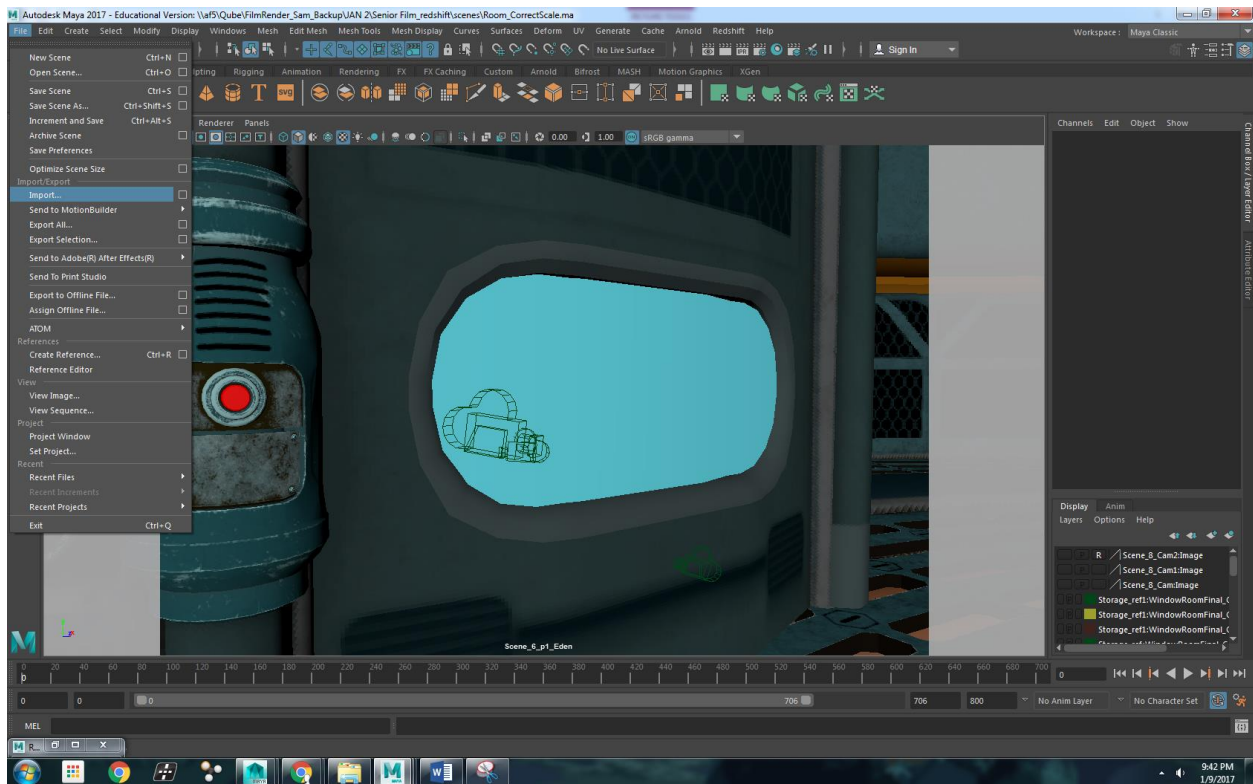




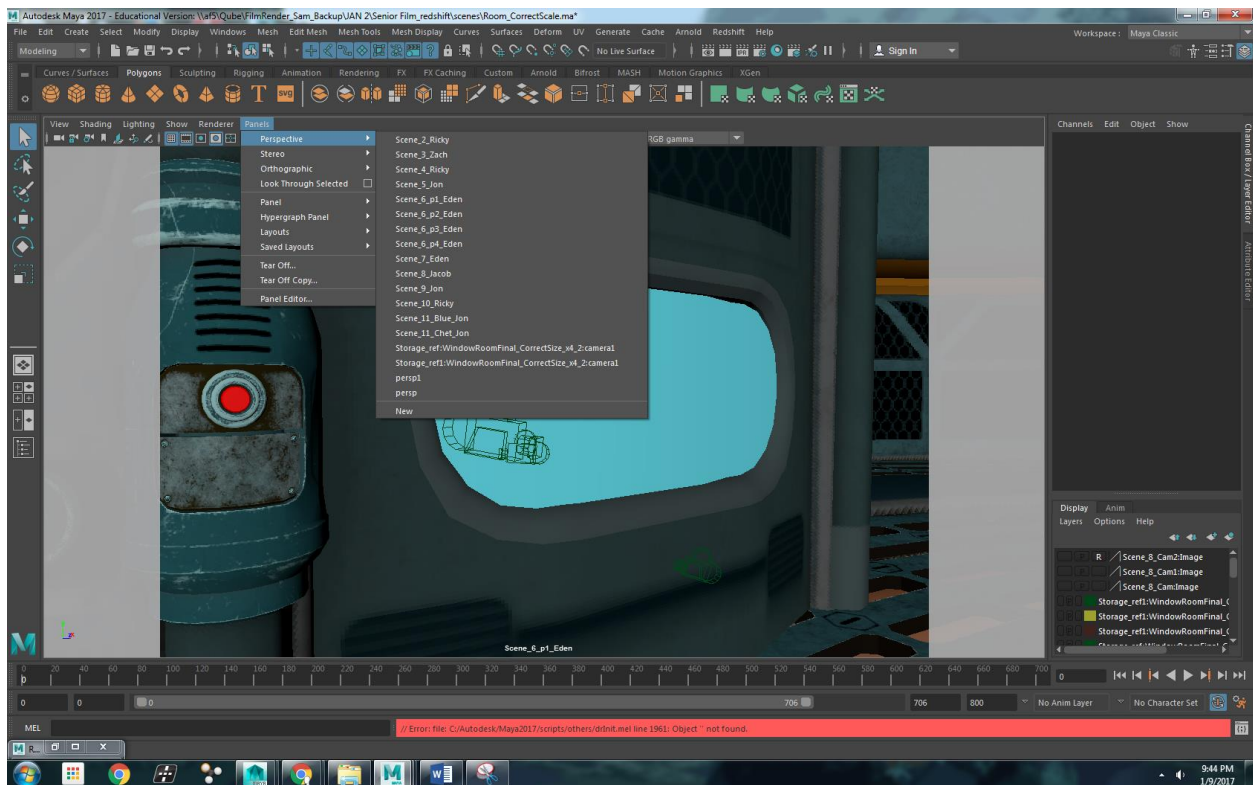
- Save Maya file
- Open Room File from QUBE



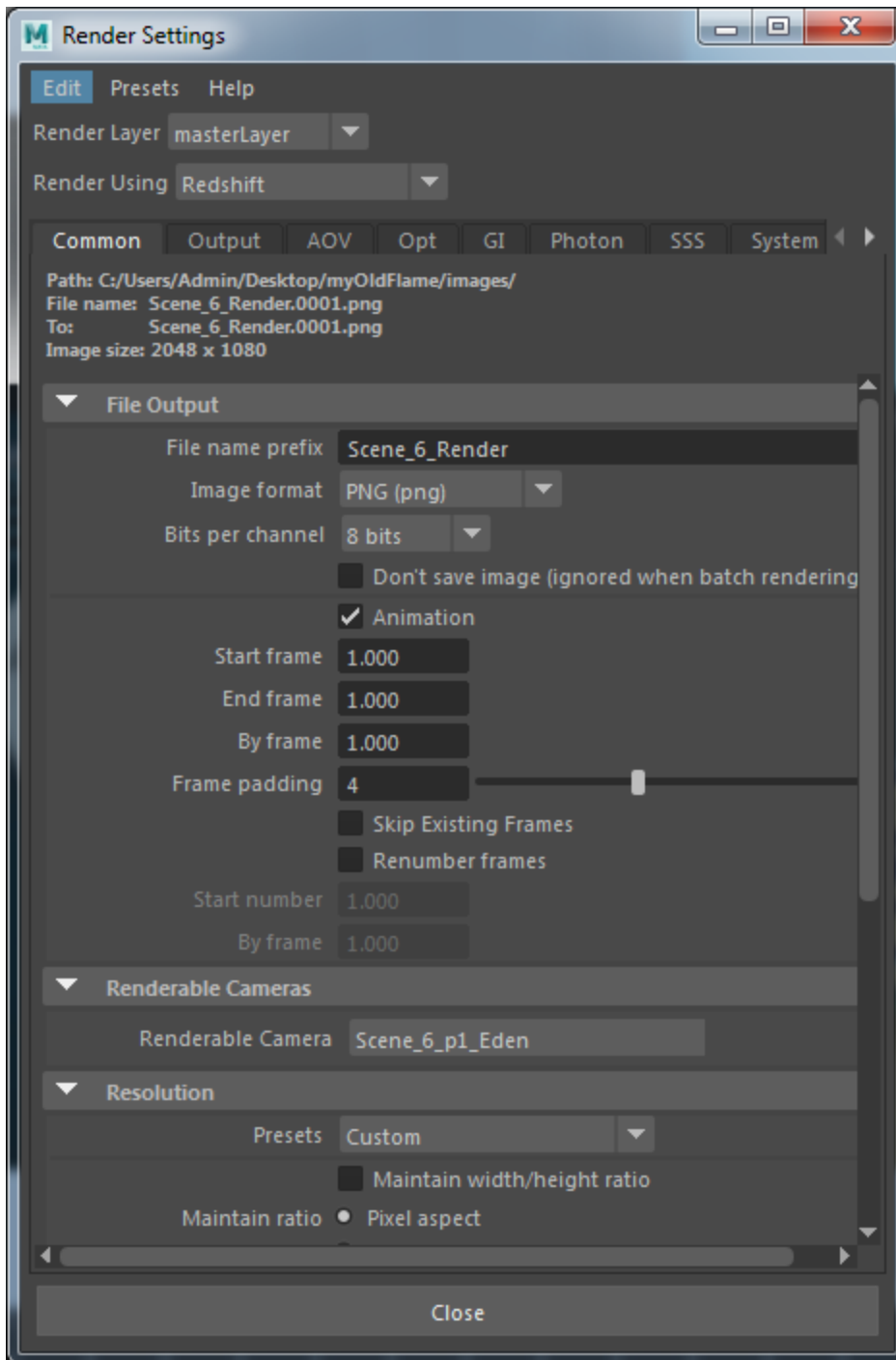
- Import Textured and Animated Asset



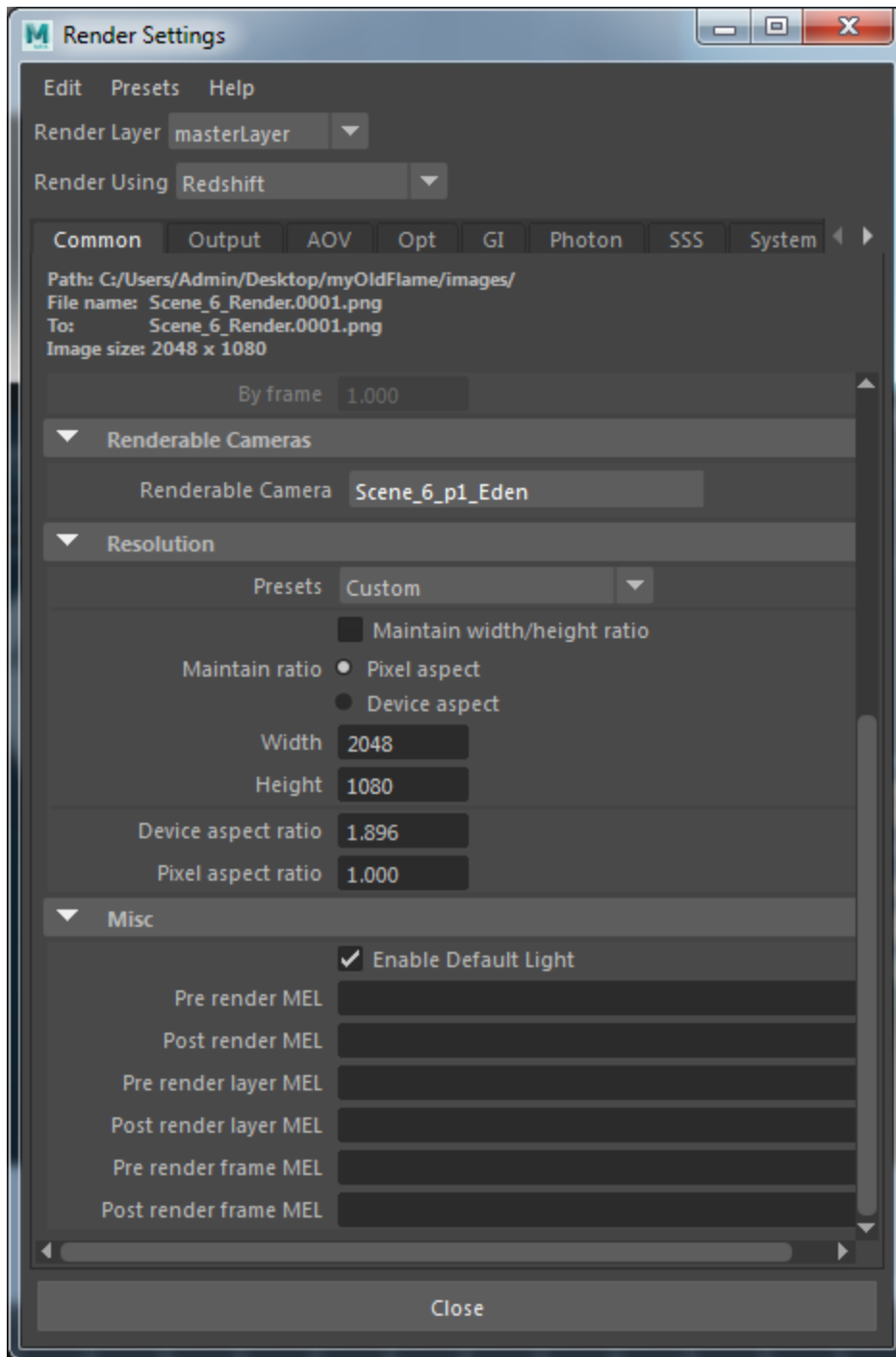
- Select the correct camera for the desired scene



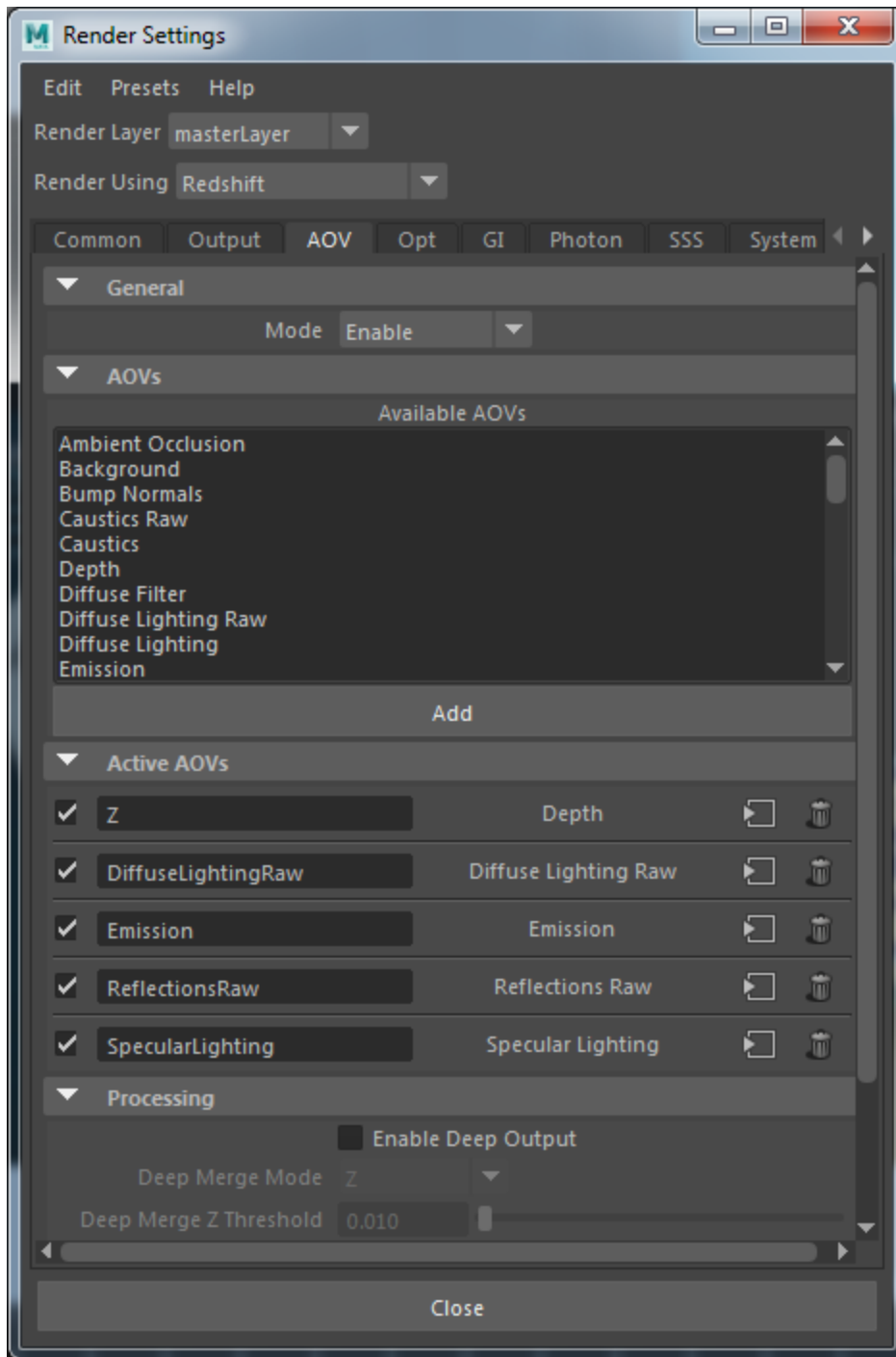
- Open the Render Settings



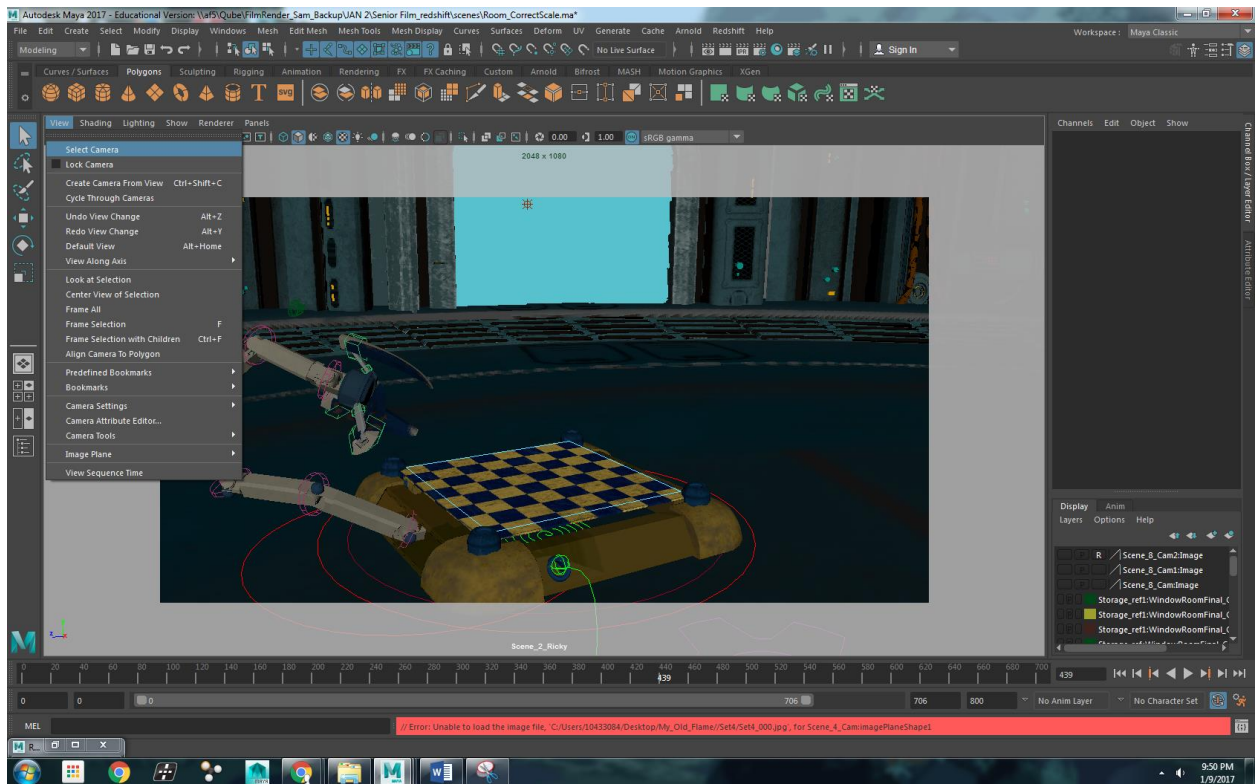
- Here you need to verify a few things
 - o Change File Name to the correct scene
 - o Verify that the format is PNG
 - o Verify that Animation is checked
 - o Enter the frame range for the camera shot
 - o Select the camera you want to render from as the Renderable Camera



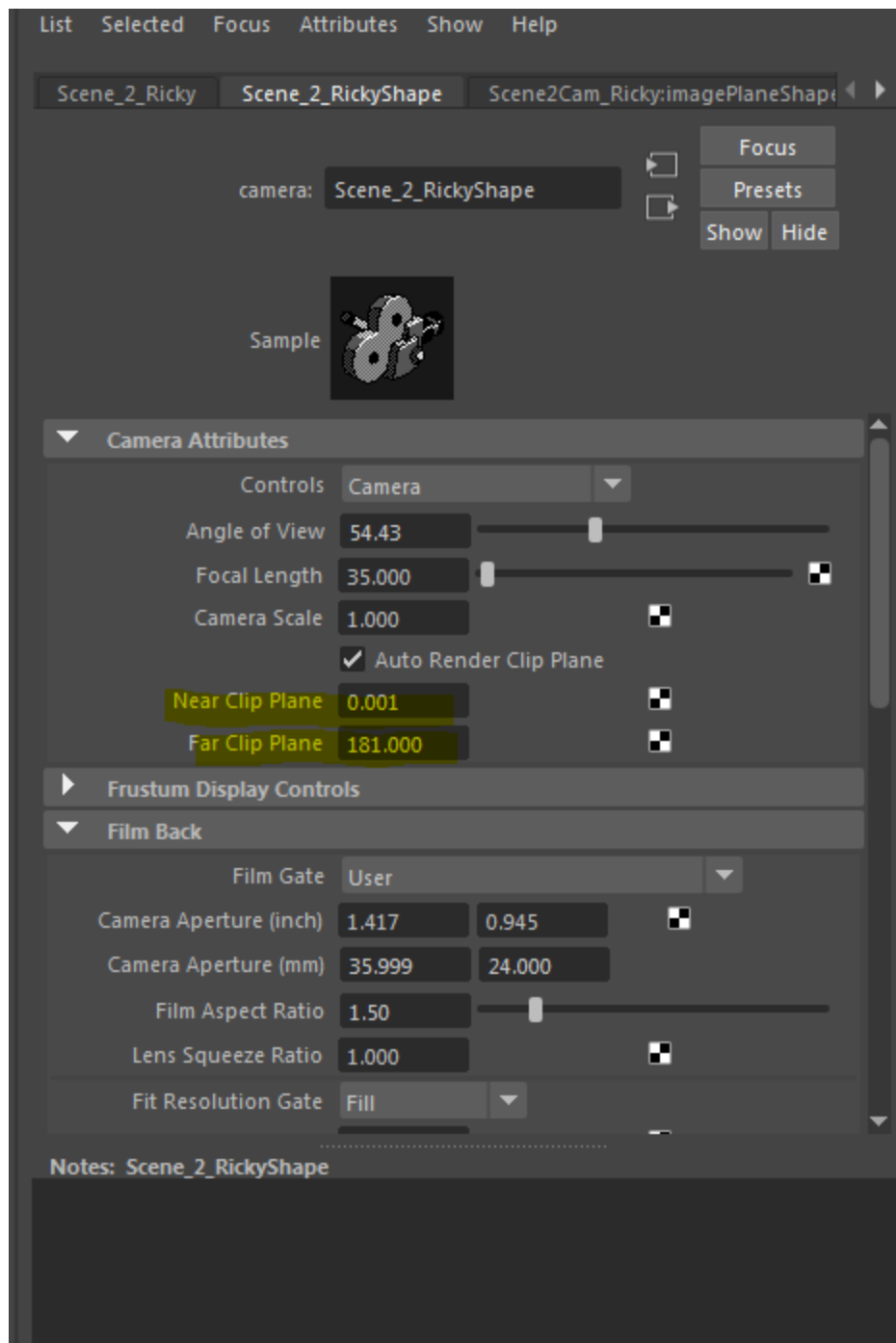
- Verify that the Resolution is set to 2048 x 1080



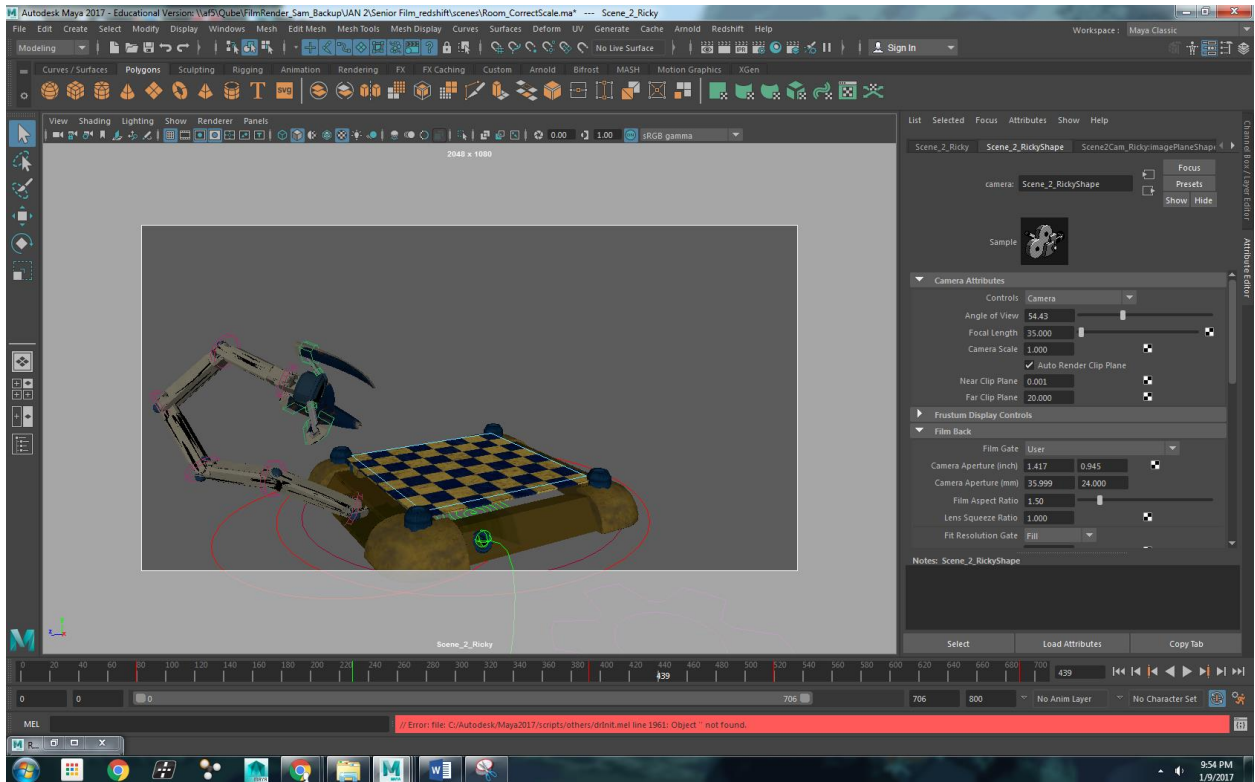
- Select AOV and make sure that these are the Active AOVs (If rendering on the computer with the wacom, go into the options on these AOVs and verify that they are going to render out PNGs)
- Minimize Render Settings
- Select Camera



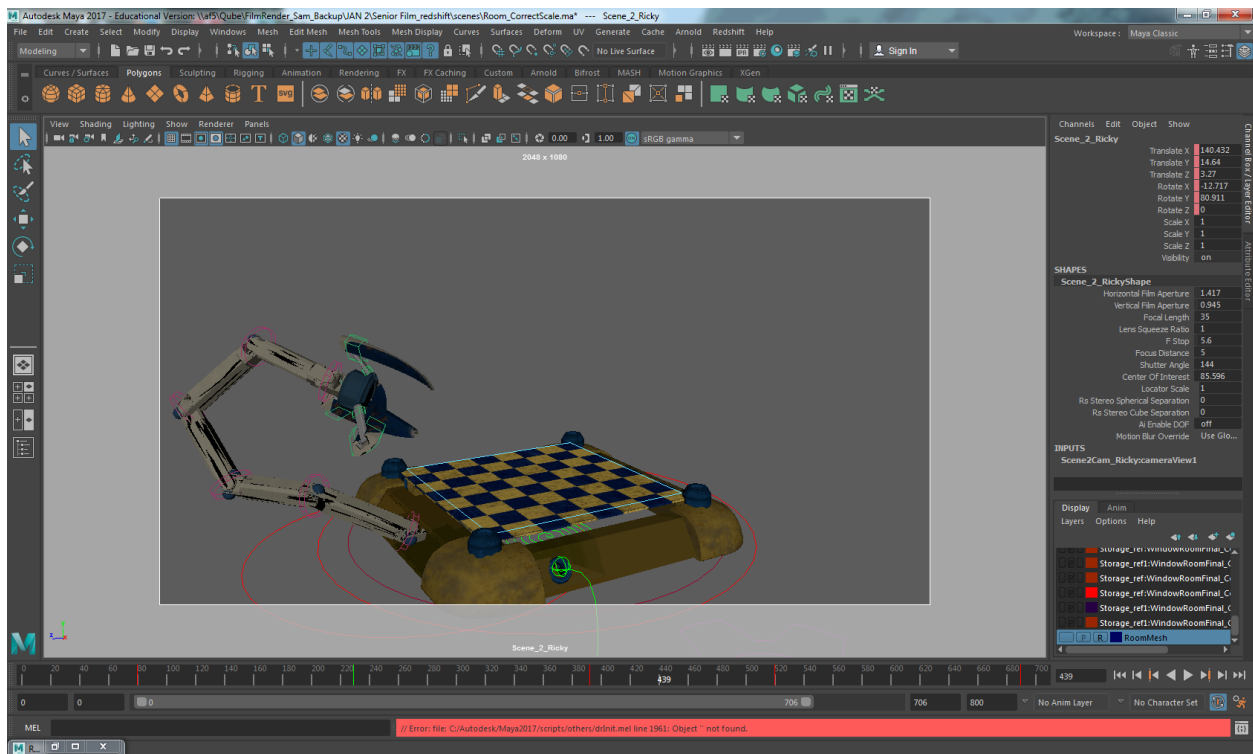
- Enter Ctrl + A



- In the camera attributes change the Near Clip Plane and the Far Clip Plane. Enter the smallest number possible for the near. The Adjust the Far, press Ctrl and Right click and drag on the Far Clip Plane value box, and drag it to where the far clipping plane is right behind your Asset. This needs to be changed for each camera shot.



- Go to the Channel Box/Layer Editor and turn off the background



- Select the Rendering menu set, Select Render, Batch Render
- Verify that your scene is rendering correctly