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# Still Image Render

Quickly render multiple camera angles to individual images in MRQ using the Still Image Render tool.



⚠ Learn to use this **Beta** feature, but use caution when shipping with it.

Movie Render Queue can be used to render still images from multiple cameras as a batch process, without the need for complicated setups in Sequencer. This simplifies the process of creating large series of stills from different viewpoints, as you work through variations or iterations. This is ideal for architectural, automotive, or product design deliverables.

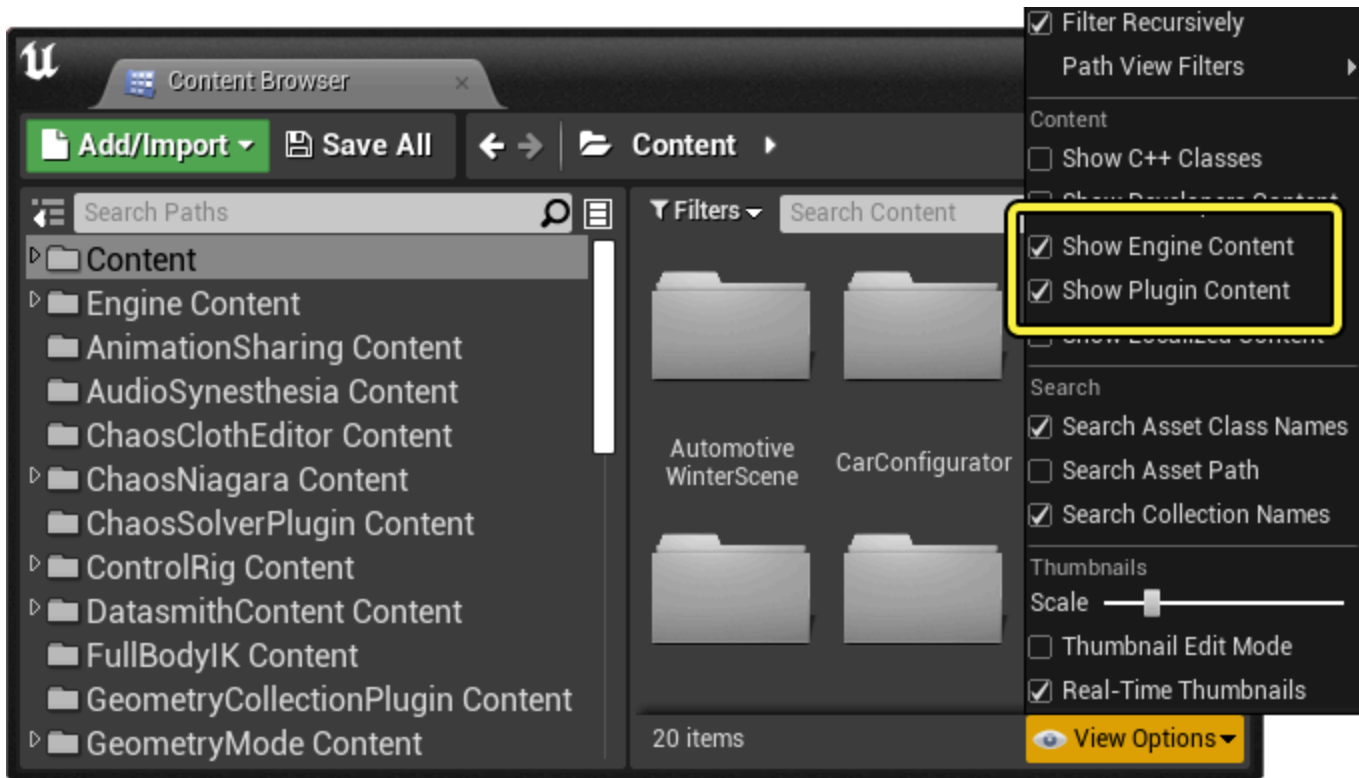
This document provides an overview of the Still Image Setup tool and how it can be used with Movie Render Queue.

## Prerequisites

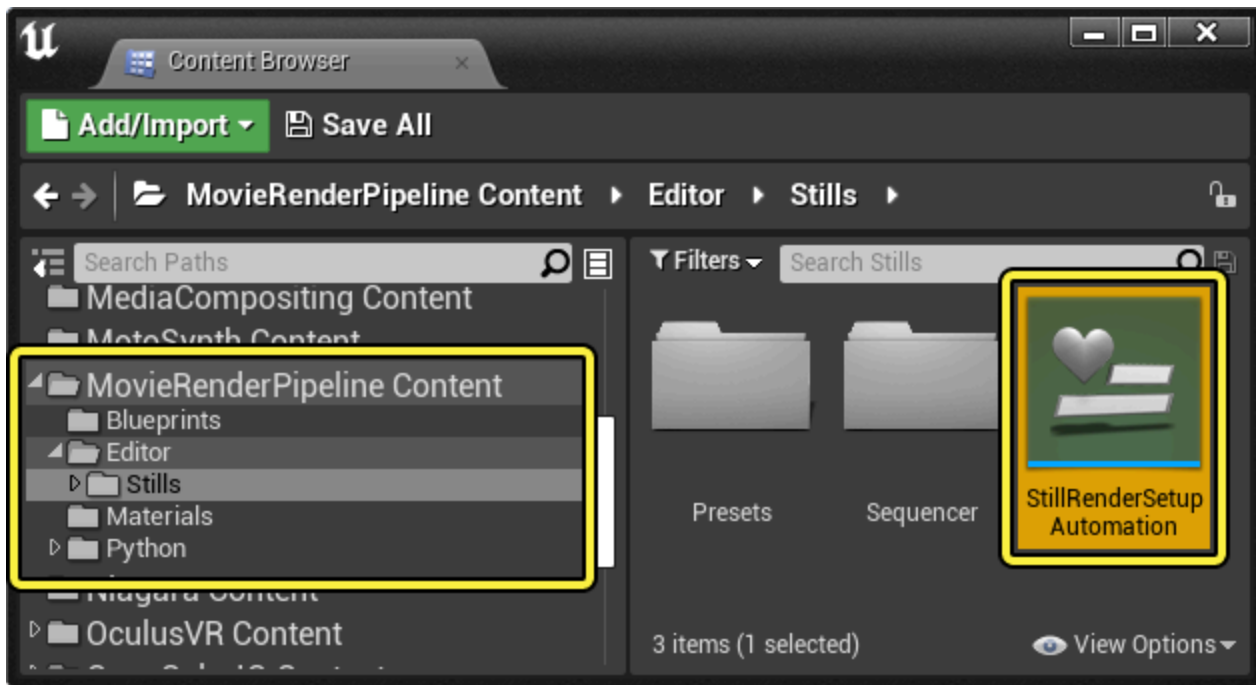
- You have completed the prerequisite steps from the [Movie Render Queue](#) page.
- You have placed multiple [cinematic cameras](#) in your Level, capturing your chosen angles.

# Open Still Image Setup Tool

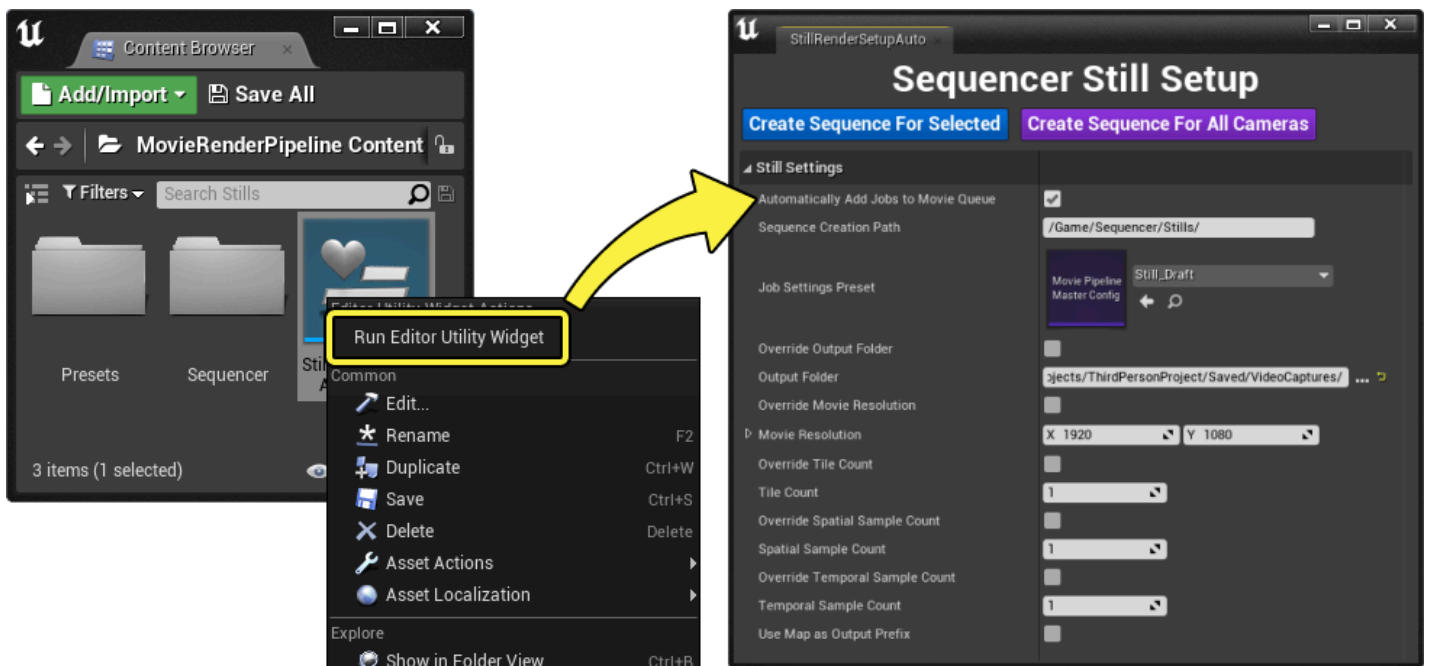
The Still Image Setup Tool is located within Movie Render Queue's **Plugin Content** folder. In order to access this folder in the [Content Browser](#), select **View Options** and enable both **Show Engine Content** and **Show Plugin Content**.



You should now see multiple folders in your Content Browser sidebar. Locate **MovieRenderPipeline Content** and navigate to its **Editor > Stills** subfolder. You should see **StillRenderSetupAutomation** contained within it, which is an [Editor Utility Widget](#).



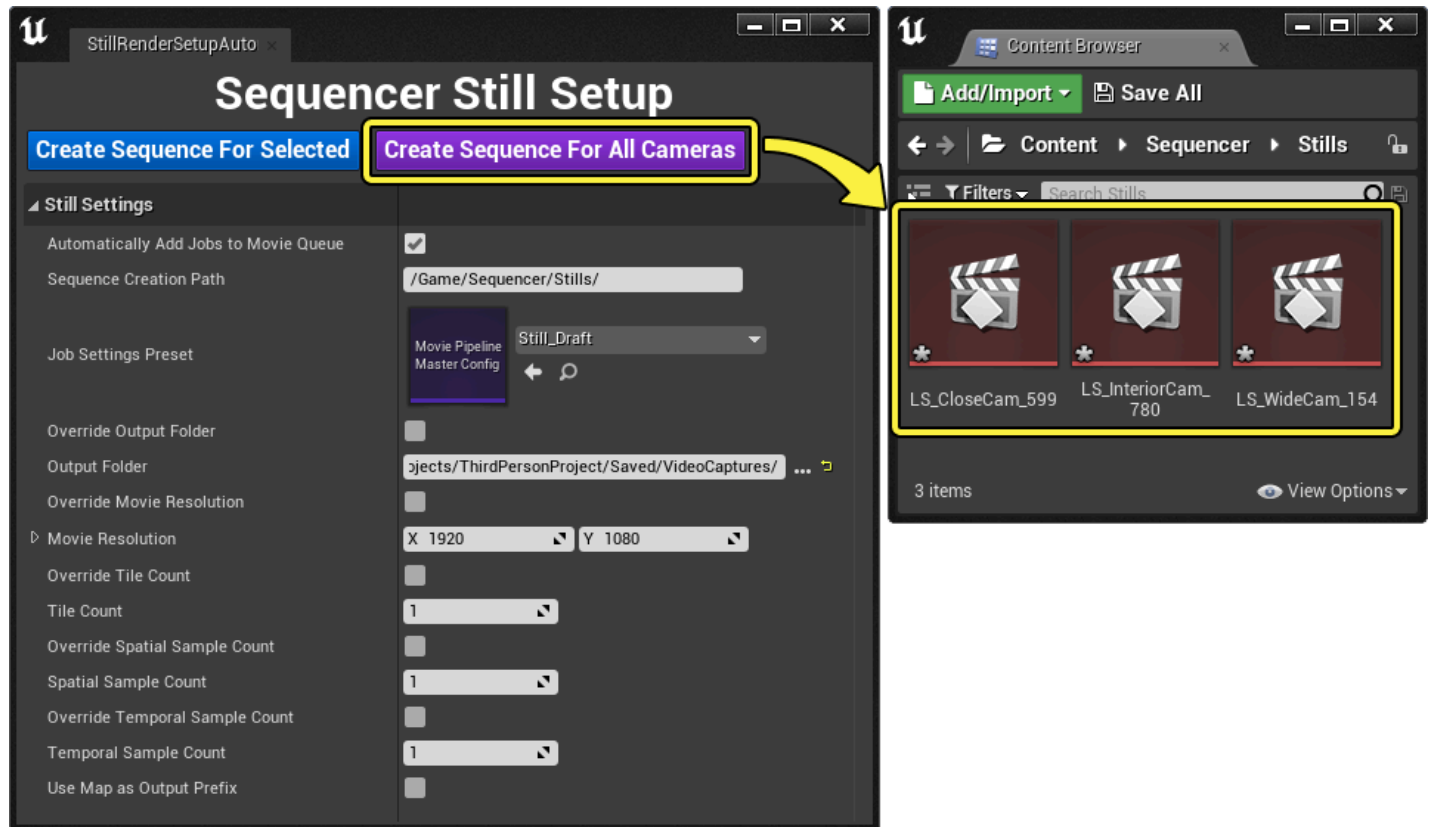
Right-click **StillRenderSetupAutomation** and select **Run Editor Utility Widget** to open the tool.



## Tool Usage

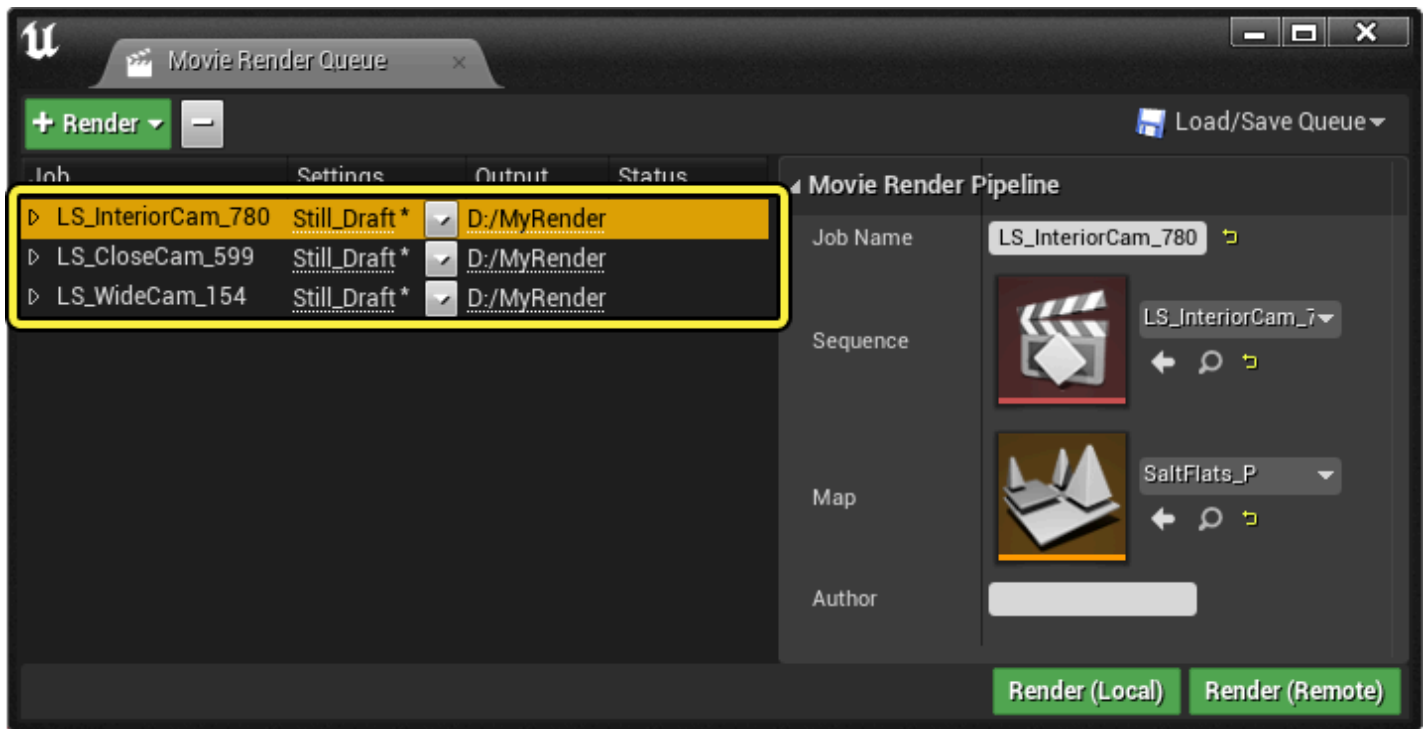
To create a sequence of still images using the cameras placed in your Level, click **Create Sequence For All Cameras**. This will create a [Level Sequence Asset](#) for each [Cine Camera Actor](#) that is placed in this Level.

The sequences are created within the folder path determined by the **Sequence Creation Path** property, and are named according to their assigned camera.

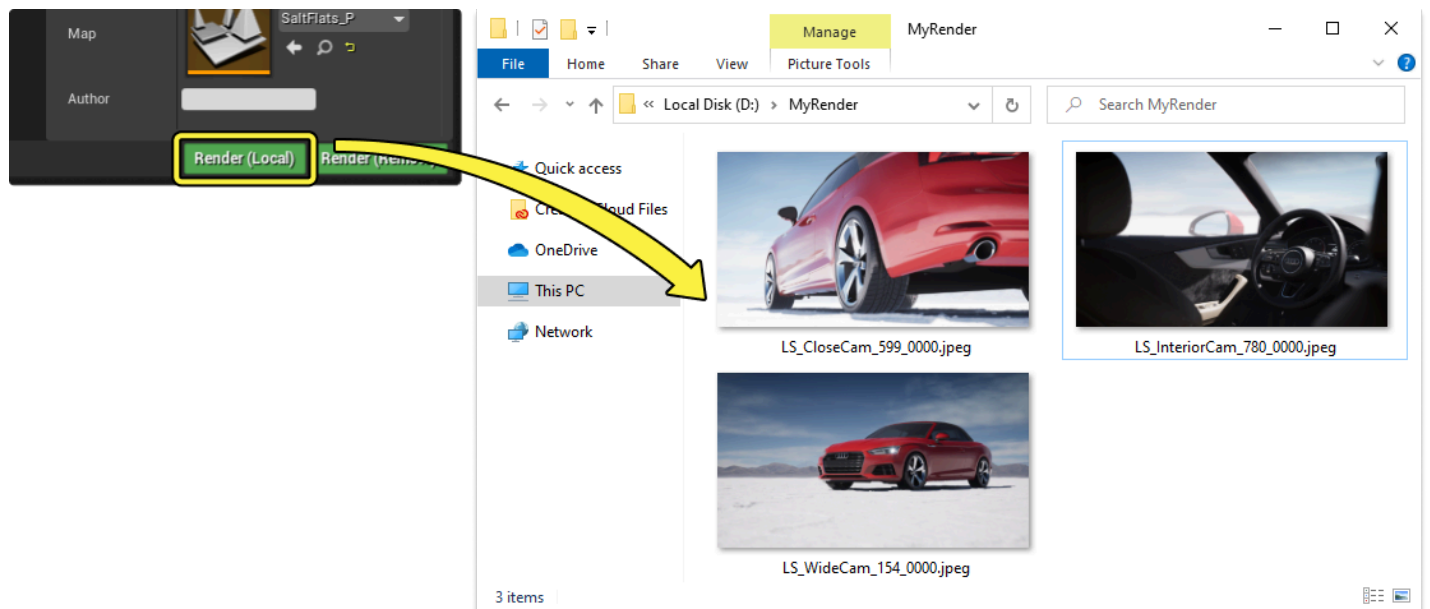


You can also click **Create Sequence For Selected**, which will only create sequences for selected cameras.

If **Automatically Add Jobs to Movie Queue** is enabled, then when you open the MRQ window, you should see your sequences already added to the queue.



Click **Render (Local)** to create a single image render from your different cameras.



When rendering, it is recommended that you add some amount of warm up time in order to allow your assets and textures to fully load at their maximum quality. You can do this by setting the **Engine Warm Up** property to a value of at least **60**. This property is located in the [Anti-Aliasing](#) image setting.

## Still Settings

The following buttons and properties are available in the **Sequencer Still Setup** window.

Name	Description
<b>Create Sequence For Selected</b>	Creates a single-frame Level sequence for all selected cameras in the Level, and stores it within the folder path specified by the <b>Sequence Creation Path</b> property.
<b>Create Sequence For All Cameras</b>	Creates a single-frame Level sequence for all cameras in the Level, and stores it within the folder path specified by the <b>Sequence Creation Path</b> property.
<b>Automatically Add Jobs to Movie Queue</b>	Enabling this causes newly created sequences to be automatically added to the <b>Movie Render Queue</b> .
<b>Sequence Creation Path</b>	The path for creating new sequences when clicking <b>Create Sequence For Selected</b> or <b>Create Sequence For All Cameras</b> .
<b>Job Settings Preset</b>	The <a href="#">Render Settings</a> to apply for all sequences.
<b>Override Output Folder</b>	Enabling this will override the <a href="#">Output Directory</a> of the <b>Job Settings Preset</b> with the directory specified in the <b>Output Folder</b> property.
<b>Output Folder</b>	The output directory to override for newly created sequences added to the queue, if <b>Override Output Folder</b> is enabled.
<b>Override Movie Resolution</b>	Enabling this will override the <a href="#">Output Resolution</a> of the <b>Job Settings Preset</b> with the resolution specified in the <b>Movie Resolution</b> property.
<b>Movie Resolution</b>	The output resolution to override for newly created sequences added to the queue, if <b>Override Movie Resolution</b> is enabled.

Name	Description
<b>Override Tile Count</b>	Enabling this will override the <a href="#">Tile Count</a> amount of the <b>Job Settings Preset</b> with the new amount specified in the <b>Tile Count</b> property.
<b>Tile Count</b>	The number of image tiles to override for newly created sequences added to the queue, if <b>Override Tile Count is enabled</b> .
<b>Override Spatial Sample Count</b>	Enabling this will override the <a href="#">Spatial Sample Count</a> of the <b>Job Settings Preset</b> with the amount specified in the <b>Spatial Sample Count</b> property.
<b>Spatial Sample Count</b>	The spatial samples count to override for newly created sequences added to the queue, if <b>Override Spatial Sample Count</b> is enabled.
<b>Override Temporal Sample Count</b>	Enabling this will override the <a href="#">Temporal Sample Count</a> of the <b>Job Settings Preset</b> with the new amount specified in the <b>Temporal Sample Count</b> property.
<b>Temporal Sample Count</b>	The spatial samples count to override for newly created sequences added to the queue, if <b>Override Temporal Sample Count</b> is enabled.
<b>Use Map as Output Prefix</b>	Enabling this will add the Level name as a prefix to the output image files.