SHOCK BENCH

FOR AFTER EFFECTS `23/25`

CREATE @ROMLOGUNOV
SPECIAL FOR @ROZETKED
APP @MIWIST

1.02

❗ SETTINGS AFTER EFFECTS

DISK CACHE SIZE | PREFERENCES > MEDIA & DISK CACHE

MINIMUM CACHE SIZE: 80 GB

MEMORY | PREFERENCES > MEMORY & PERFOMANCE

SET THE MINIMUM VALUE FOR THE USE OF RAM FOR OTHER APPLICATIONS

Installed RAM: —–
Ram reserved for other applications: <4 GB

PERFOMANCE | PREFERENCES > MEMORY & PERFOMANCE

ENABLE MULTI-FRAME RENDERING

AND MINIMUM VALUE FOR RESERVED FOR OTHER APLLICATIONS

☑ Enable Multi-Frame Rendering
  % CPU Reserved For Other Applications 0 %

VIDEO RENDERING AND EFFECTS | FILE > PROJECT SETTINGS...

IN THE PROJECT SETTINGS, SELECT THE GPU RENDERER SUITABLE

FOR YOUR PLATFORM

Use: Mercury GPU Acceleration (Metal) ⌄

 METAL/OPENCL   ⊞ CUDA/OPENCL

START BENCH

1 | SELECT THE RENDER QUEUE TAB ON THE BOTTOM PANEL

RT BENCH   × Render Queue ≡

IF THE PANEL IS CLOSED, YOU CAN OPEN THE PANEL AGAIN
USING A KEYBOARD SHORTCUT

 OPTION + COMMAND + 0

⊞ CTRL + ALT + 0

2 | CLICK ON THE ACTIVE RENDER BUTTON

◢ Render   ■ ─ ─ ─ ─

! | THE RENDER TIME WILL BE INDICATED IN

THE RENDER TIME OF THE SHOCK BENCH TEMPLATE

	Status	Render Time
▮ ▭ ▭ ▭	Done	▭
▮ SHOCK BENCH TEMPLATE	Done	10:40

T.ME/SHOCKBENCHBOT