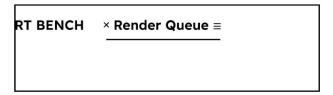
## SHOCK **BENCH**

FOR AFTER EFFECTS 23/24

## SETTINGS AFTER EFFECTS 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 E CUDA/OPENCL

## START BENCH

1 SELECT THE RENDER QUEUE TAB ON THE BOTTOM PANEL



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

- COPTION + COMMAND + 0
- CTRL + ALT + 0

2 CLICK ON THE ACTIVE RENDER BUTTON



THE RENDER TIME WILL BE INDICATED IN

THE RENDER TIME OF THE SHOCK BENCH TEMPLATE





T.ME/SHOCKBENCHBOT