

# SHOCK BENCH

FOR AFTER EFFECTS **23/24**

## ! SETTINGS AFTER EFFECTS

### MEMORY

PREFERENCES > MEMORY & PERFORMANCE

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

Installed RAM: --  
Ram reserved for other applications: <4 GB

### PERFORMANCE

PREFERENCES > MEMORY & PERFORMANCE

ENABLE MULTI-FRAME RENDERING

AND MINIMUM VALUE FOR RESERVED FOR OTHER APPLICATIONS

☒ 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



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THE RENDER TIME WILL BE INDICATED IN

THE RENDER TIME OF THE SHOCK BENCH TEMPLATE

	Status	Render Time
<div><div></div><div></div><div></div></div>	Done	
<div><div></div><div></div><div></div></div> SHOCK BENCH TEMPLATE	Done	10:40



[T.ME/SHOCKBENCHBOT](https://t.me/ShockBenchBot)