

# ONECLICK RENDER

RENDER CONTROL PANEL  
UE 5.6 - V.01

RENDER

CAMERA

VIEW

RESOLUTION:

FULL HD (1920x1080)

 PREVIEW

 POST PROCESS

 FINAL

 LIGHTING ONLY

ADVANCED:

PASS

ID OBJECT

ACES

UI LOG & RENDER STATUS

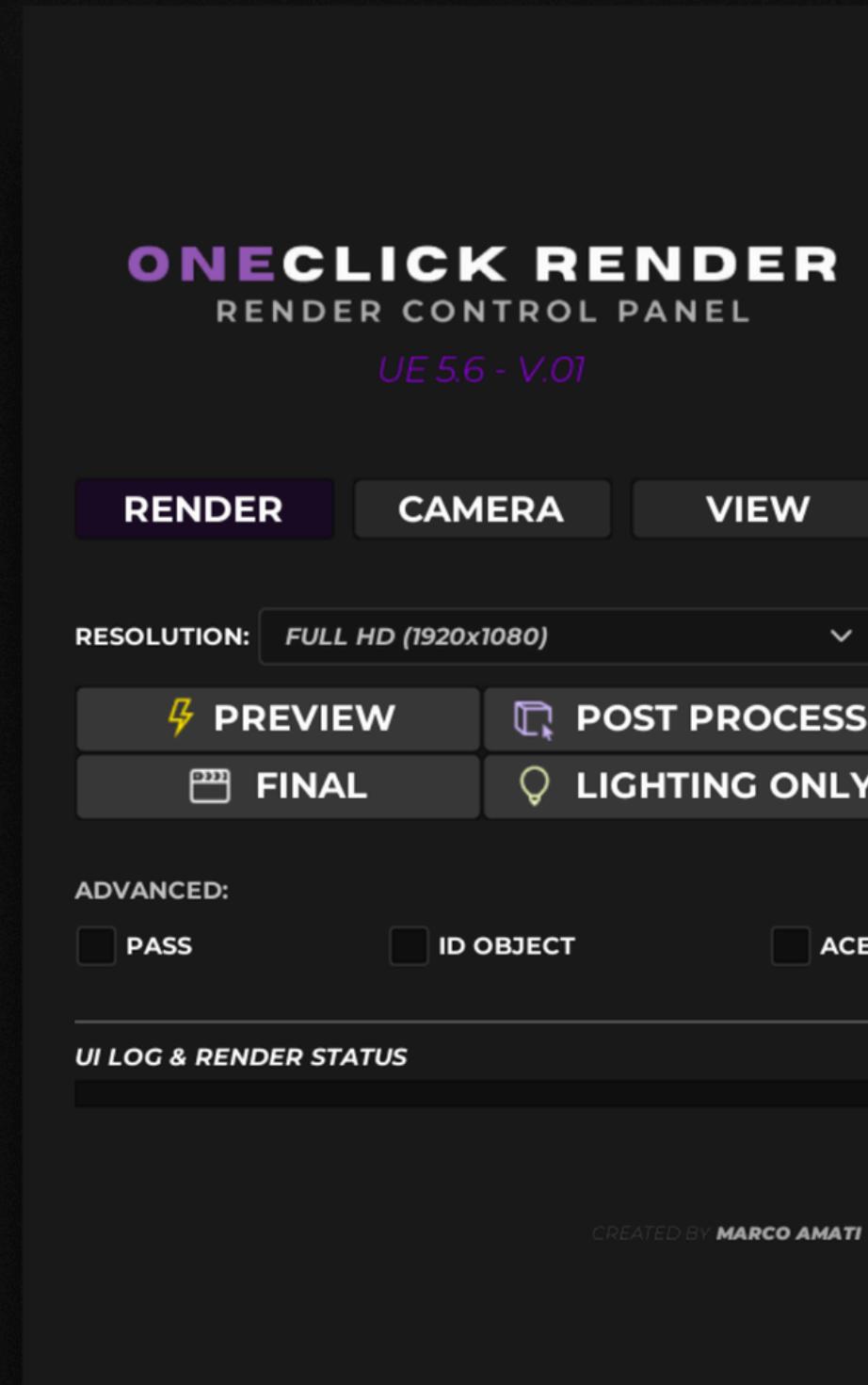
CREATED BY MARCO AMATI



# ONE CLICK RENDER

BETA - DOCUMENTATION





## NAVIGATION TABS

Switch between different control panels

### RENDERS

Configure rendering settings and create post process

### CAMERA

Manage camera presets, settings, and viewport screen

### VIEW

Control viewport display options (lit, unlit, etc...)

## RESOLUTION

Select output resolution for your render

### FULL HD

1920 x 1080 px

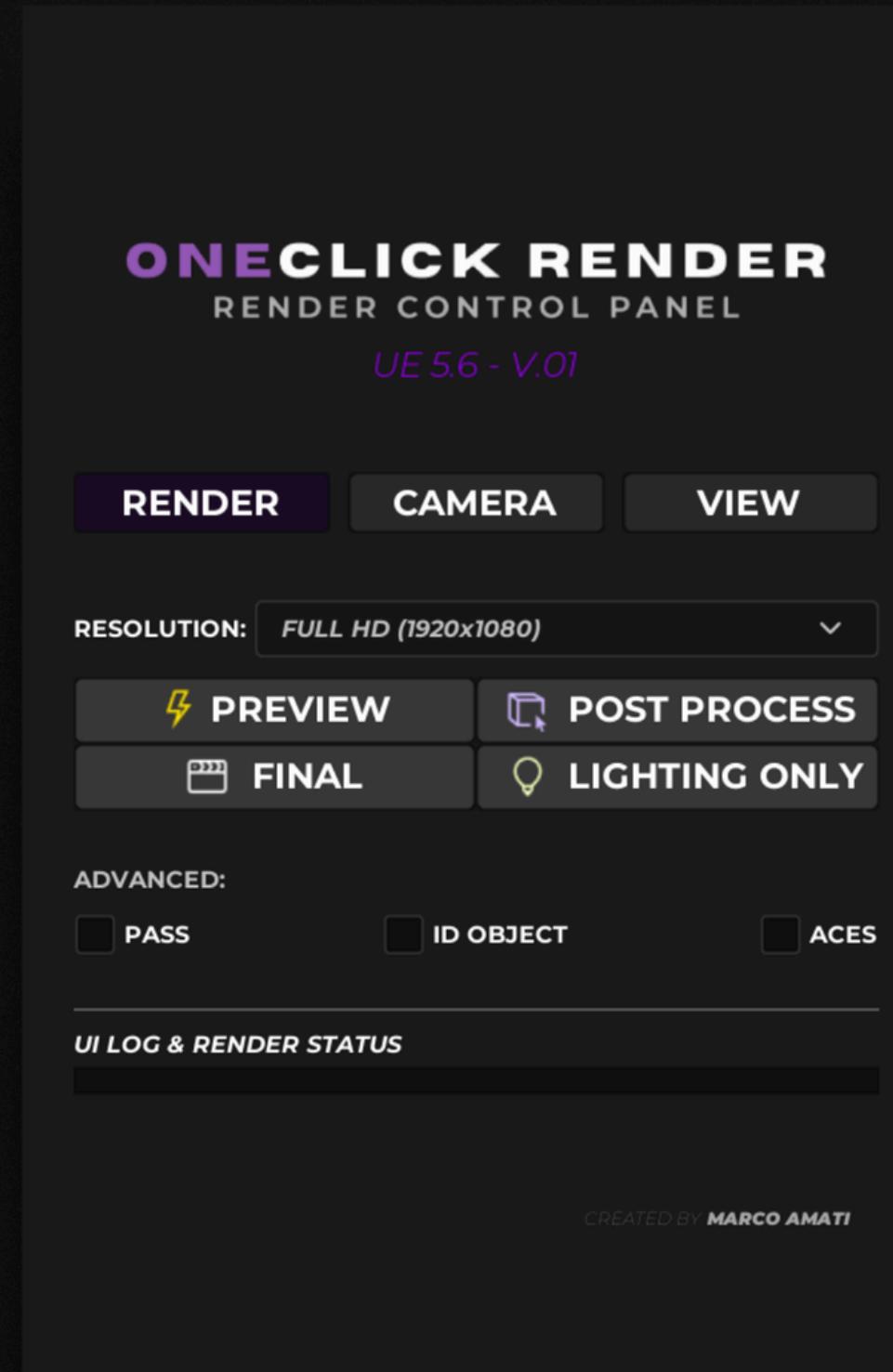
### 2K QHD

2560 x 1440 px

### 4K UHD

3840 x 2160 px





## RENDER MODES

### PREVIEW

Quick low-quality test render for checking composition

### POST PROCESS

Full render with all post-processing effects applied

### FINAL

Maximum quality render for final output

### LIGHTING ONLY

Renders only lighting pass without materials

## ADVANCED RENDER MODES

### PASS

Enable to generate separate render pass (Z pass, N and Position.)

### ID OBJECT

Creates object ID masks for compositing workflows

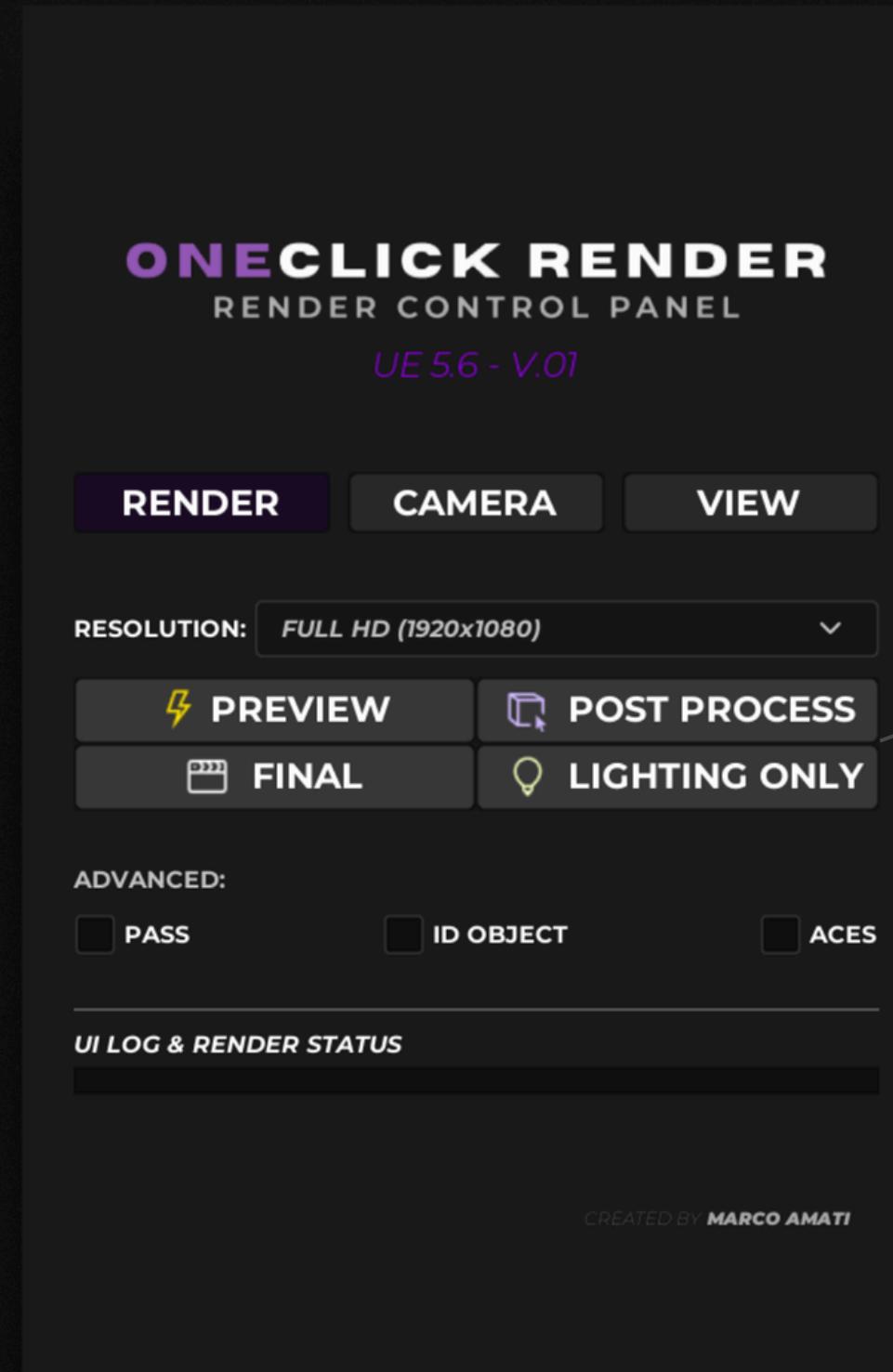
### ACES

Automatically activates ACES color management

## RENDER LOG

Displays render complete and some technical messages





## RENDER MODES

### PREVIEW

Quick low-quality test render for checking composition

### POST PROCESS

Full render with all post-processing effects applied

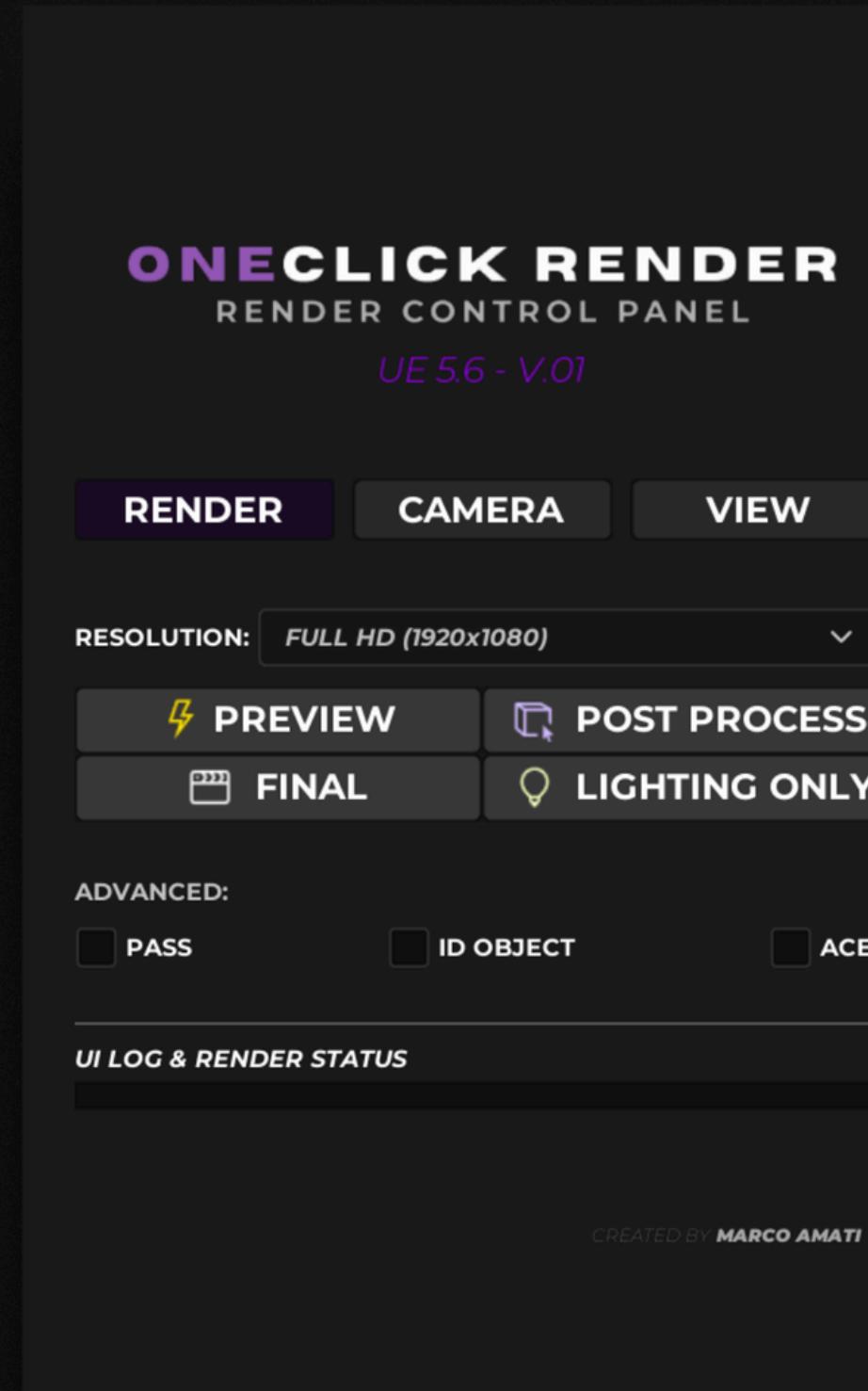
### FINAL

Maximum quality render for final output

### LIGHTING ONLY

Renders only lighting pass without materials





## ADVANCED RENDER MODES

### PASS

Enable to generate separate render pass (Z pass, N and Position.)

### ID OBJECT

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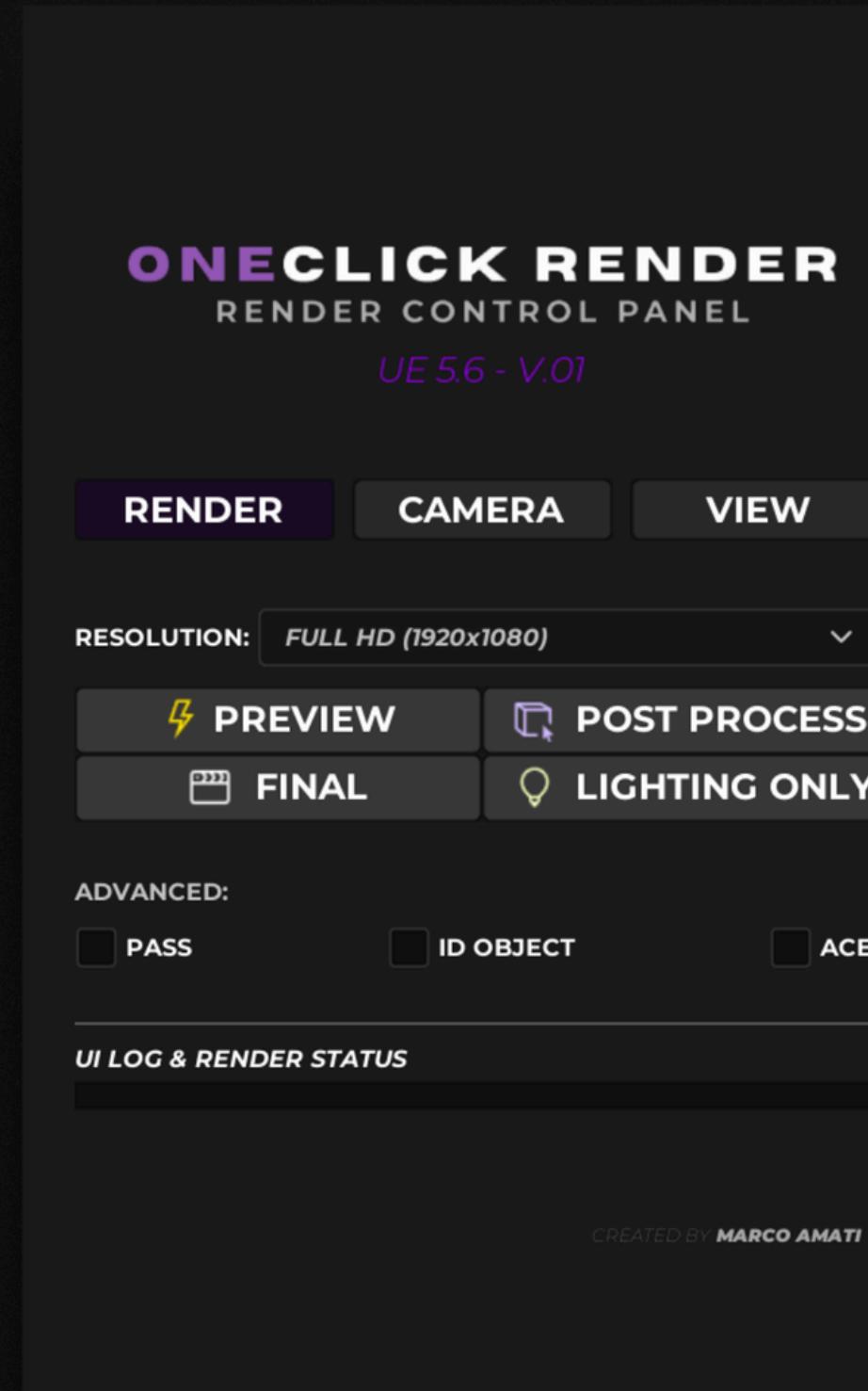
### ACES

Automatically activates ACES color management

## RENDER LOG

Displays render complete and some technical messages





## NAVIGATION TABS

Access render settings and execute renders

## RESOLUTION

Select output resolution for your render

## RENDER MODES

### PREVIEW

Quick low-quality test render for checking composition

### POST PROCESS

Full render with all post-processing effects applied

### FINAL

Maximum quality render for final output

### LIGHTING ONLY

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**RENDER**   **CAMERA**   **VIEW**

## CAMERA MANAGER

*Enter Camera Name*

**+ NEW CAMERA**

**MATCH VIEW**

**SEQUENCE**

**RESET**

### QUICK SETTINGS

Focal Length

35

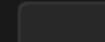
Focus Distance

100000

Aperture (f/)

2.8

Focus Tracking



### QUICK SCREENSHOT

HD

2K

4K

8K

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## CAMERA MANAGER

### NEW CAMERA

Creates a new camera in the scene in your position

### MATCH VIEW

Matches camera position to current viewport view

### SEQUENCE

Adds automatically camera to a new sequencer

### RESET

Resets camera to default settings (no transformation)

## QUICK CAMERA SETTINGS

### FOCAL LENGTH

Adjusts the camera lens focal length in millimeters

### FOCUS DISTANCE

Sets the distance at which objects are in sharp focus

### APERTURE

Adjust the lens aperture value

### FOCUS TRACKING

Enables automatic focus tracking selecting an object



**CAMERA MANAGER**

Enter Camera Name

+ NEW CAMERA    MATCH VIEW

SEQUENCE    RESET

**QUICK SETTINGS**

**CAMERA PRESET**

APPLY PRESET

**QUICK SCREENSHOT**

HD    2K    4K    8K

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## CAMERA PRESETS

Apply existing presets or create your own custom configurations

### ANAMORPHIC

Anamorphic Modern - 2:39 - 1.33x - 40mm

Anamorphic Hybrid - 2:39 - 1.5x - 65mm

Anamorphic Classic - 2:39 - 2x - 75mm

## CAPTURE VIEWPORT SCREENSHOTS

### FOCAL LENGTH

Adjusts the camera lens focal length in millimeters

### FOCUS DISTANCE

Sets the distance at which objects are in sharp focus

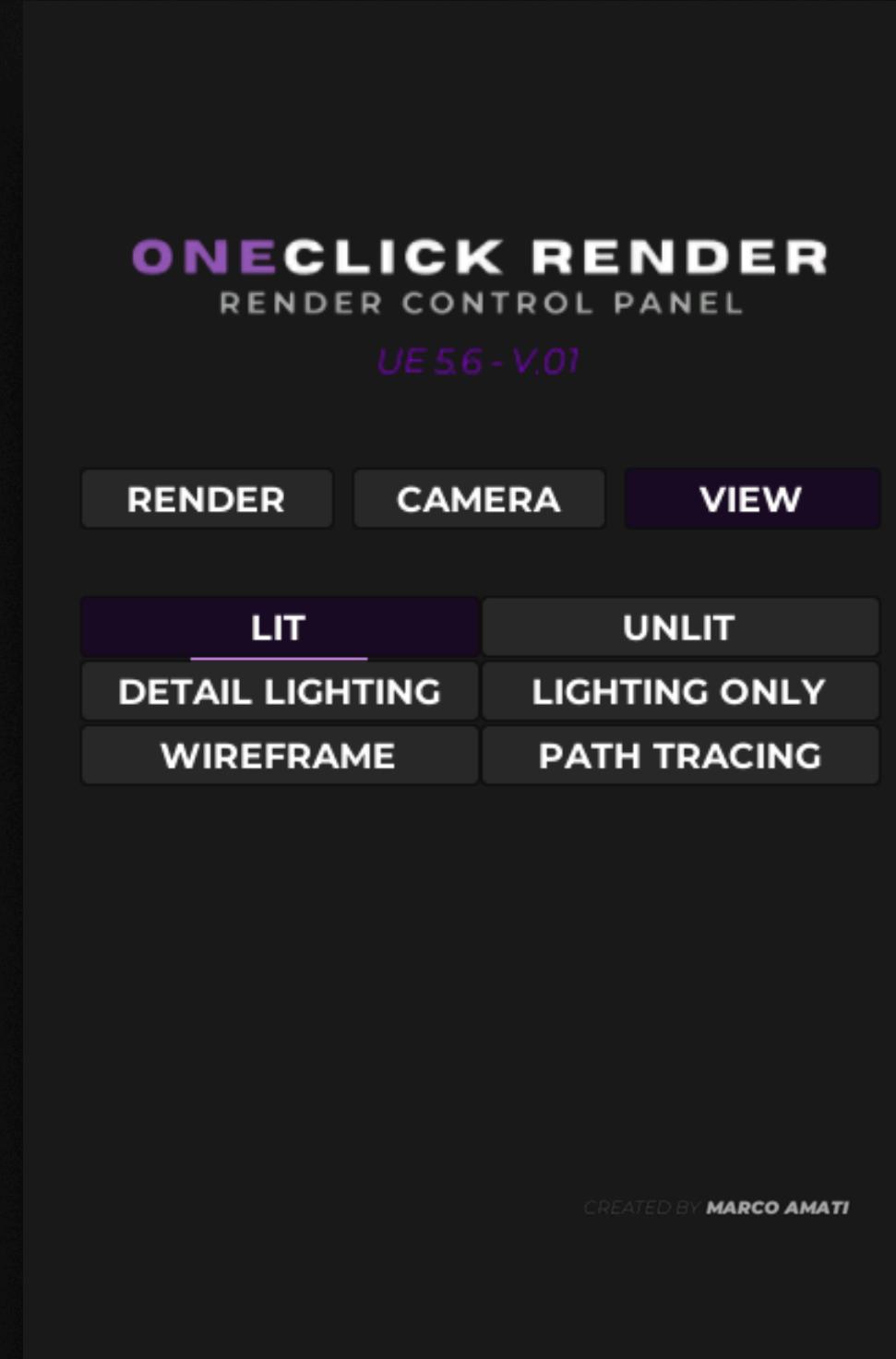
### APERTURE

Adjust the lens aperture value

### FOCUS TRACKING

Enables automatic focus tracking selecting an object





## VIEWPORT VIEW MODES

### **LIT**

Shows the final scene result with all materials and lighting applied

### **UNLIT**

Removes all lighting from the scene, displaying base color only

### **DETAIL LIGHTING**

Useful for isolating whether base color obscures lighting

### **LIGHTING ONLY**

Shows a neutral material affected only by lighting

### **WIREFRAME**

Displays all polygon edges in the scene

### **PATH TRACING**

Enables real-time path tracing

