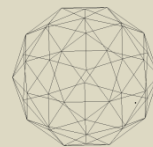


# Basic 3D animation using Blender

SKANI101x



## Render setup

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**Dr. Sameer Sahasrabudhe**

Nitin Ayer and Sneha Sanglikar

IIT Bombay

# Outline

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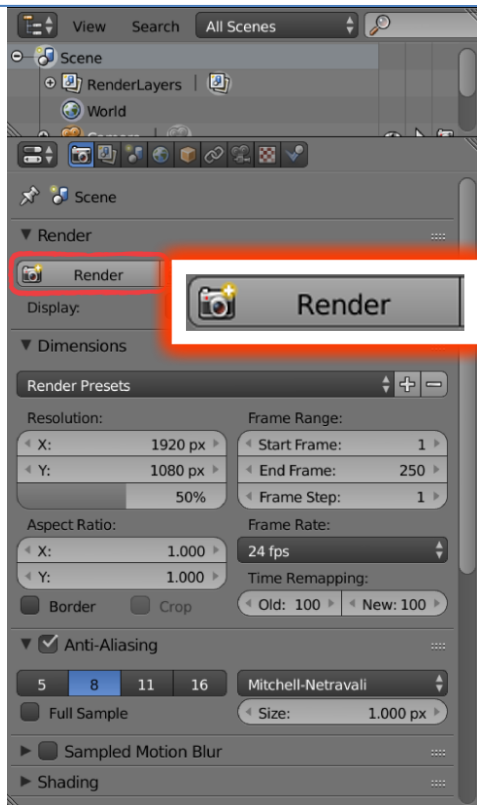
- Render process
- File saving

# Render process

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- Rendering is the process to get final output of the camera frame set up in a scene
- This output can be taken in various formats:
  - Still image/Image sequence
  - Audio
  - Video
  - Combined output (Audio + Video)

# Properties window – render option



# Render image



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**Render: F12**

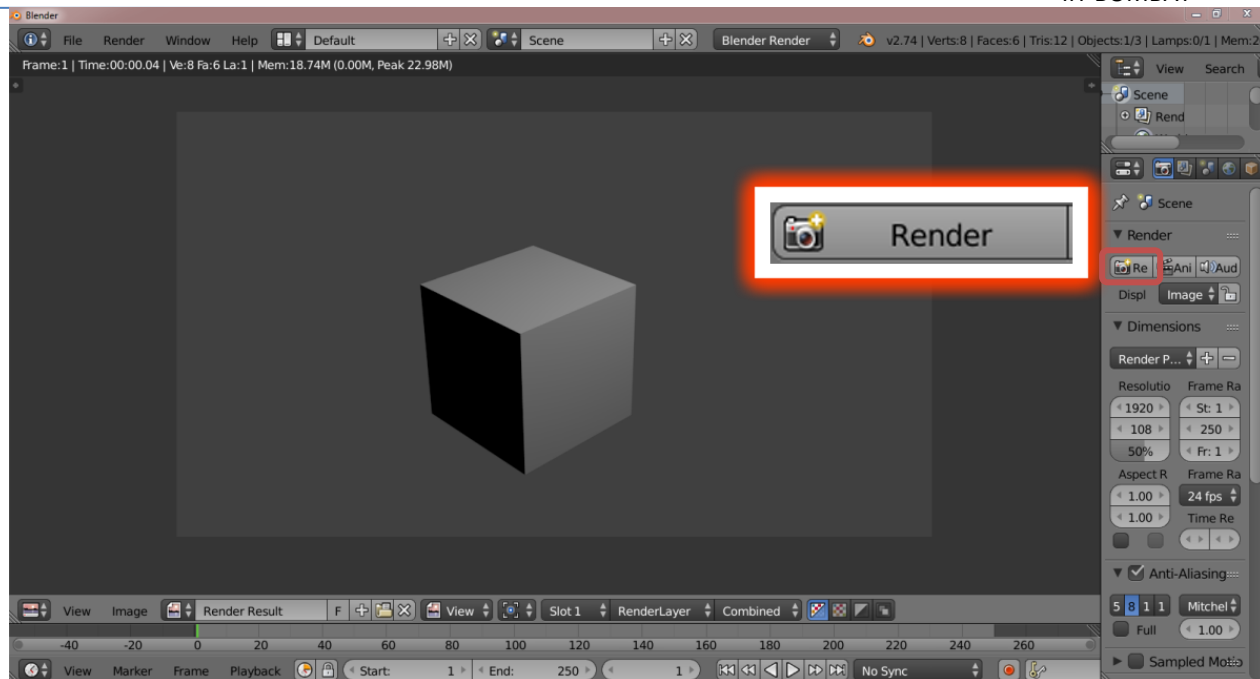
Render current frame

Esc to cancel render  
and go back to 3D view



**Render**

Click on Render button  
in Properties window



# Save rendered file



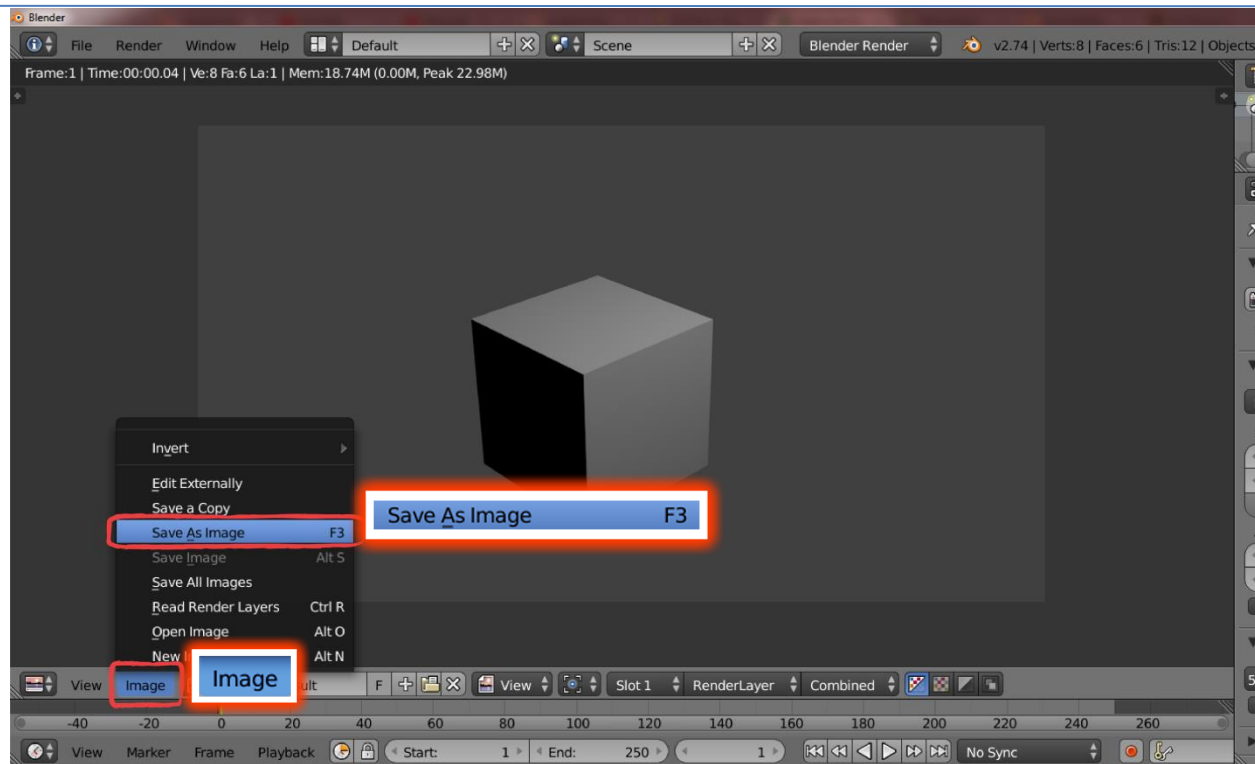
F3

Save render file as image

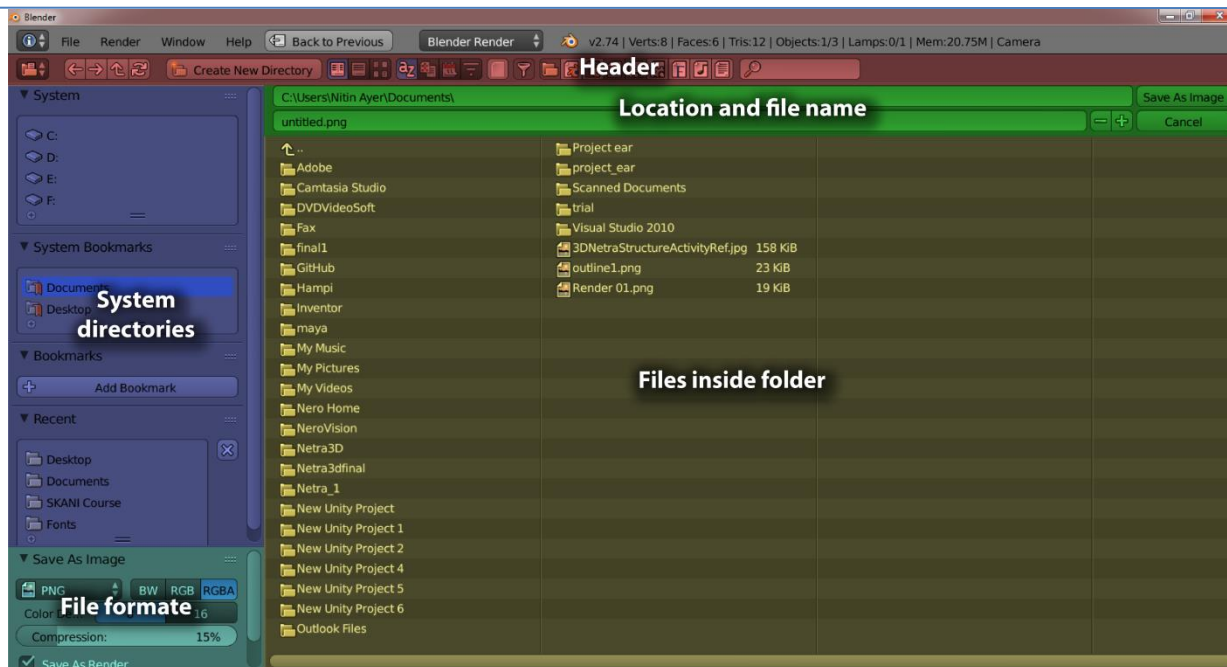


Image > Save As Image

Select from the list to save render image



# Select file path



Header



System directories



File format



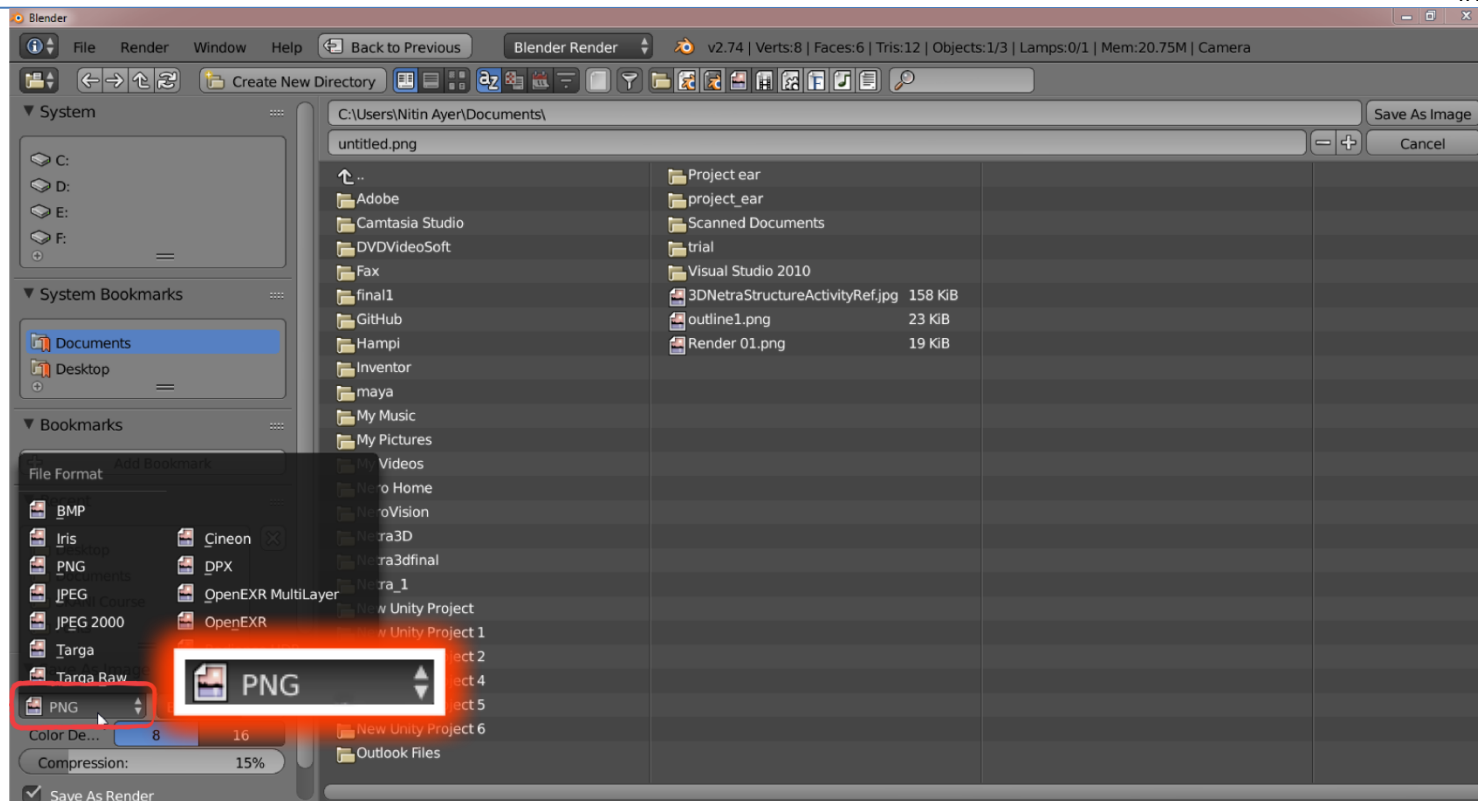
Location and file name



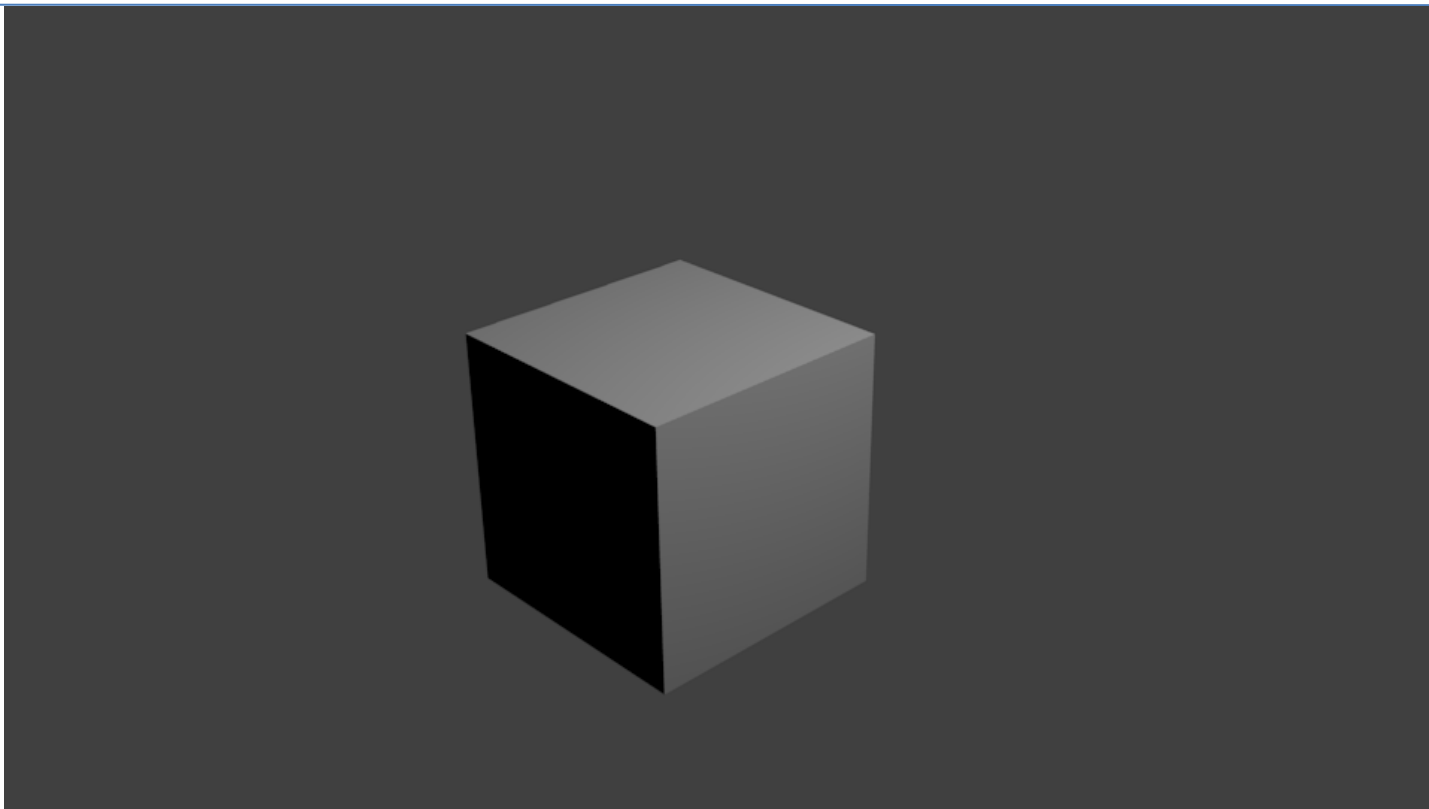
Files inside folder



## Image file type



# Rendered image



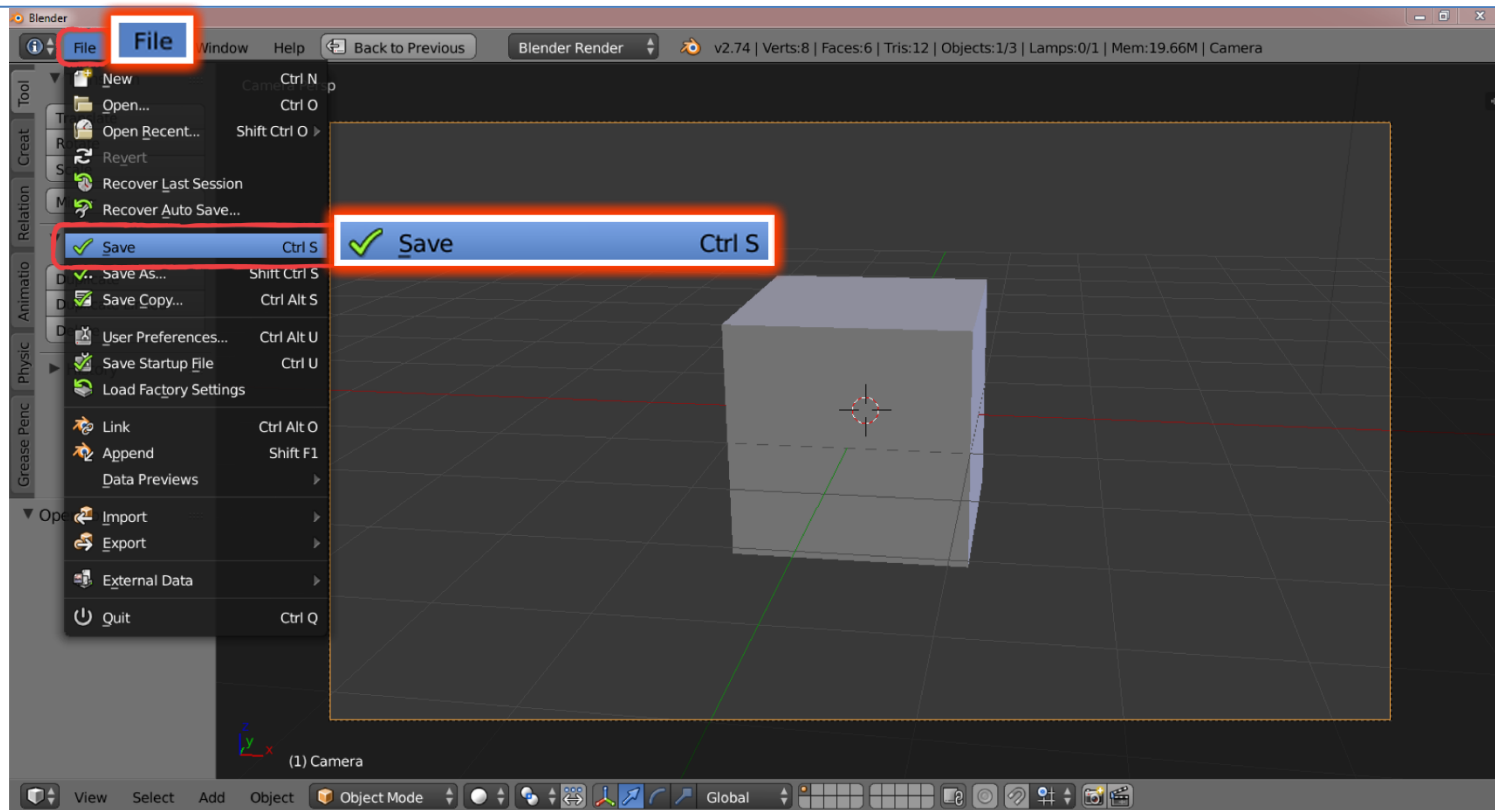
# File saving

---

# Saving Blender file



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# Select file path and name



Header



System directories

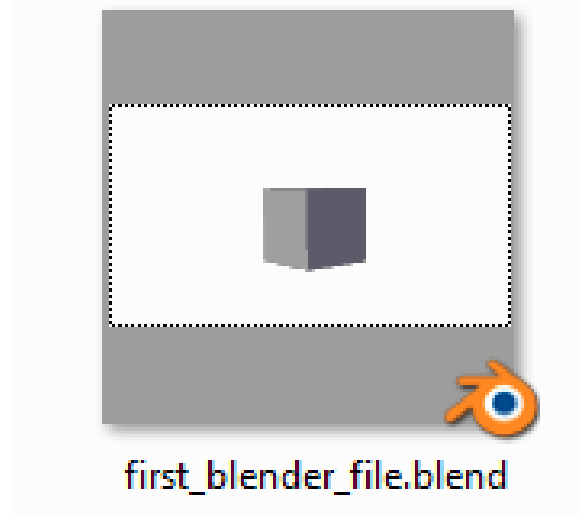


Location and file name



Files inside folder

# Blender file .blend extension



# Next session

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Selection types