

# SHOCK BENCH

FOR AFTER EFFECTS 23/26

CREATE [@ROMLOGUNOV](#)  
SPECIAL FOR [@ROZETKED](#)

1.03

## ! SETTINGS AFTER EFFECTS

### 1 DISK CACHE SIZE

PREFERENCES > MEDIA & DISK CACHE

MINIMUM CACHE SIZE: 80 GB

### 2 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

### 3 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 %

### 4 VIDEO RENDERING AND EFFECTS

FILE > PROJECT SETTINGS...

IN THE PROJECT SETTINGS, SELECT THE GPU RENDERER SUITABLE

FOR YOUR PLATFORM

Use:



METAL/OPENCL



CUDA/OPENCL

## START BENCH

### 1 SELECT THE RENDER QUEUE TAB ON THE BOTTOM PANEL

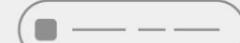
RT BENCH × Render Queue ≡

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

Mac: OPTION + COMMAND + O

PC: CTRL + ALT + O

### 2 CLICK ON THE ACTIVE RENDER BUTTON



! 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