

# SHOCK BENCH

FOR AFTER EFFECTS 25/26

## ! 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: 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



! 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](https://t.me/shockbenchbot)