

Chapter 7- Render Window Settings

Creating an MPEG Movie File

In chapter 9, you will be creating your first computer animation. After you create all of your objects, apply materials and textures, and create your animations, you will be ready to make a movie file of your scene. Here are the steps to saving that movie file:

Seven Easy Steps to Create an MPEG Movie File: **(our settings)**

1. Select “**NTSC**” (or whatever your output choice) in the **Format** Panel.
2. Change the file type from JPEG to **FFMpeg**.
3. Make sure that **OSA** is **ON**.
4. In the **OUTPUT** panel, click on the top file folder and set the path and name of the movie file. *Remember to type “.mpg” at the end of the name or Blender will put a bunch of numbers on the end of the file (the frames rendered).*
5. Check the “**Sta**” and “**End**” frames for the length of the animation. Also check the **frames per second** setting.
6. Check to make sure the **Shadow** and **Ray** buttons are on or off (depending on your output wishes).
7. Finally, hit the **ANIM** button to animate your movie.

Now just sit back and relax. The movie may take a while to compile (minutes, hours, days depending on complexity and computer speed) since it needs to render each and every frame of the movie.

