

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 "**TV NTSC 4:3**" (or whatever your output choice) in the **Dimensions** panel. This will set your *X&Y size, Aspect Ratio and Frame Rate (FPS)*. Check the output percentage under *Resolution*.
2. Check the "**Start**" and "**End**" frames for the length of the animation. Also check the **frames per second** setting. If your animation timing is too fast or slow, try changing the "Map New". (ex. need to slow movie 1/2 speed- change New Mapping to 200 and double End frame).
3. Make sure that **Anti-Aliasing** is **ON**, set to **8**.
4. In the **Shading** panel, check to make sure the **Shadows** and **Ray-Tracing** buttons are on or off (depending on your output wishes). Check all other shading options as needed. Don't forget **Motion Blur** if needed.
5. Change the file type to **MPEG** in the **Output** panel. Also, click the file folder button and set your *location 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).
6. If you desire any additional setting in the *Encoding, Performance, Post Processing* and *Stamp* panels, do so now. **You may want to select "DVD" in the Encoding presets.**
7. Finally, hit the **Animation** button at the top of the panel 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.

