

▼ Performance

Threads: **Auto-detect** Fixed

Memory:  Save Buffers  Free Image Textures

Tile Size: X: 64 Y: 64

Start Resolution: 64

Acceleration structure: **Auto**

Instances  Local Coordinates

▼ Post Processing

Compositing  Sequencer

Fields  Edge

**Upper First** Lower First  Still

Dither: 0.000

Threshold: 10

► Metadata

▼ Output

/Users/kpickering/Desktop/PW's Blender Exports/Test 2

Overwrite  Placeholders  File Extensions  Cache Result

FFmpeg video BW **RGB**

▼ Output

/Users/kpickering/Desktop/PW's Blender Exports/Test 2

Overwrite  Placeholders  File Extensions  Cache Result

FFmpeg video BW **RGB**

▼ Encoding

Presets **Choose h264 in MP4**

Container: **MPEG-4**  Autosplit Output

Codec: **H.264**

Output quality: **High quality**

Encoding speed: **Medium speed**

Keyframe interval: 18

Max B-frames 0

Rate: Bitrate: 6000 Minimum: 0 Maximum: 9000 Buffer: 1792

Mux: Rate: 10080000 Packet Size: 2048

Audio Codec: **None**

Bitrate: 192 Volume: 1.000

▼ Bake

**Bake**

Bake Mode: **Full Render**

Bake to Vertex Color  Selected to Active

Clear Distance: 0.000

Margin: 16 px Bias: 0.001

Split: **Automatic**

►  Freestyle

Scene

Render Animation Audio

Display: Full Screen

Render Presets

Resolution: X: 1920 px Y: 1080 px 50%

Frame Range: Start Frame: 1 End Frame: 800 Frame Step: 1

Aspect Ratio: X: 1.000 Y: 1.000

Border Crop

Frame Rate: 24 fps

Time Remapping: Old: 100 New: 100

Anti-Aliasing

5 8 11 16 Mitchell-Netravali

Full Sample Size: 1.000 px

Sampled Motion Blur

Motion Samples: 1 Shutter: 0.50

Shading

Textures Ray Tracing

Shadows Alpha: Sky

Subsurface Scattering World Space Shading

Environment Map