**Blender Chapter 8** WYNK

**Directions: Read p. 7-4**. Seven Easy Steps to Create an MPEG Movie File.

Fill in the blanks below.

1. **Preset Dimensions**: Set this to your desired results. We use  (1280 x 720). Double check the X,Y dimensions and 100% size for final results. For faster test renders, set the percentage lower.
2. **Frame Range and Rate**: Set the frame range to match your animation length. Set the Frame Rate to the frames-per-second to match your project. US standards are. Time Remapping can be used to speed or slow your animation.
3. **Anti-Aliasing:** Should be checked and set to for quality renders.
4. **Additional Features:** Check these features to match your project.  will add interesting blur effects related to the speed of an object like a propeller. Shading, Performance, Metadata, and Post Processing default settings are typically all you would need.
5. **Output**: Click the file folder to name your file and determine your saving location. Remember to add the extension after the name. In our case, we add **.**  to the end of the file name. This is where you will also set the output file type. Ours is.
6. **Encoding**: Set the Format and Codec (file compression) to  for both of these for our settings. You will also want to set the Audio Codec if you have audio in your file output. We typically use  **.**
7. **Render**: Now that everything is set, go back up to the top the the panel and select . The movie should start to render. It is now time to wait until the movie is finished!
8. In order to watch your final movie, press in Blender, or exit Blender and find the file in your drive to watch using any movie player.