Rendering Animated Movies in Maya
CMPU/ART/FILM/MEDS 379 computer Animation

1. Open the RenderSettings in either of the following ways:
   a. Invoke menu item: Windows|RenderingEditors|RenderSettings.
   b. Select the Rendering menu set and then LMB click the fourth of several
director’s cut icons.
   c. Select the Rendering tool shelf tab and then LMB click the third of several
director’s cut icons.
2. In the RenderSettings window, invoke Presets|LoadPreset|DefaultSettings.
3. Set RenderUsing to MayaSoftware.
4. Under Common|FileOutput:
   a. Set FileNamePrefix to “image” (without quotes). Alternatively, you may
   use any name not ending in a numeral.
   b. Set ImageFormat to Maya IFF (iff).
   c. Set FrameAnimationExt to name.#.ext.
5. Under Common|FrameRange: Set the start and end frame numbers.
6. Under Common|RenderableCameras:
   a. Choose your camera.
   b. Uncheck Alpha Channel.
7. Under Common|ImageSize choose 320x240 for tests and 640x480 for production.
8. Under MayaSoftware|AntialiasingQuality:
   a. Set Quality to PreviewQuality for tests and ProductionQuality for
   production.
   b. Set EdgeAntialiasing to LowQuality for tests and HighestQuality for
   production.
9. Under MayaSoftware|RaytracingQuality, turn on ray tracing only if you need it
   and know how to use it.
10. Under MayaSoftware|MotionBlur, turn on motion blur only if you need it and
    know how to use it.
11. Close the RenderSettings window.
12. Go to the Rendering menu set and choose Render|BatchRender.