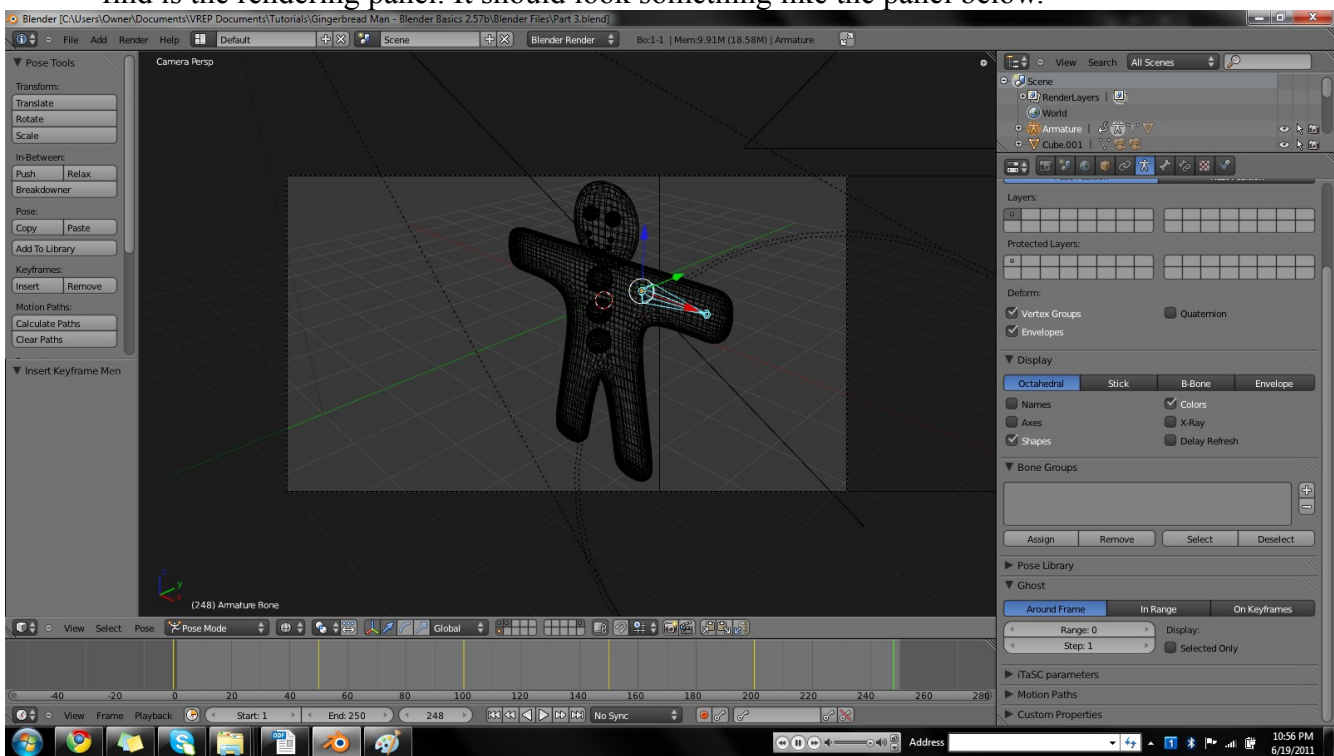


Your First Blender Project – Part 5: .avi Renders VREP (Virtual Reality Educational Pathfinders) Blender 2.57b

You're almost done with your first project. In my opinion, this is going to be the easiest part. Once we get some of your projects rendered, we are going to put it up on your system. Then you will have your very first stereo project.

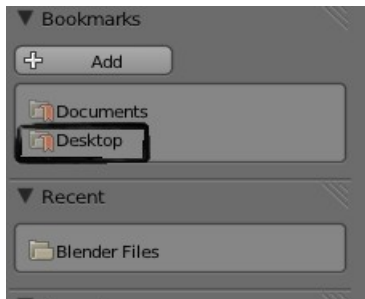
At this point you should have completed all of the previous parts to this tutorial, and have saved your finished projects. You'll need some basic skills in navigating Blender's user interface.

- The starting screen for this tutorial is pretty basic. We aren't going to have to go through a long setup process, like we have in the previous tutorials. The one thing that you are going to have to find is the rendering panel. It should look something like the panel below.



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- There are many buttons on this panel that will give you several different effects. I'm going to go over the one highlighted with you. The button in the **black box** is the button that you will need to press in order to get to the rendering panel. The **red box** is your output folder. You will only need this when your rendering an animation. The **purple box** has your over sampling buttons. This is also known as anti-aliasing, which means that when you have 8 selected then the computer will run 8 samples per picture. This will smooth out the edges in your photo. On the other hand the higher you go with the number the longer the render will take. The **white box** is just like hitting (F12), it is your basic rendering button. In the **yellow box** you have your resolution and aspect ratios. These can be set manually, or you can click one of the buttons in the **green box** to change them. The **orange box** is your animation output file. Blender will format the video or picture in almost all types of file formats. The different types of formats are in the picture to the right. The last button is in the **blue box**. This is the button that you will want to push to render an animation.



- Now to start things off, let's set your output folder to your desktop. Click the folder that was circled by the **red box**. In the top left hand corner, click on the arrows and select the highlighted option.
- Next set your resolution to HD. Do this just by clicking the button that says HDTV 1080p in the **green box**.
- Then click the drop down menu to select the output file format.

This is the menu in the **orange box**. Select AVI Codec, then click OK.

- Now you can hit the **ANIMATION** button. A new pop-up window will appear, and your computer should start rendering your gingerbread man.
- Remember that you will have to **do this same process for the second camera as well. Be sure to rename the video on your desktop before you render the second video.** If you don't, it will be deleted.