

Rendering a Still Frame in Layout

Setting-up the Scene in Layout:

1. Minimize Modeler and open Layout. Do not close Modeler.
2. In Layout, click on *File > Load > Load Object*. Or, press *Shift +*.
3. Find your object in your content directory.
4. Once the object loads, Change the window view from *Perspective* to *Camera View* (this is what the camera sees and what will be rendered).
5. Adjust the camera as needed.
6. Change the window to *Light View* and adjust the lighting.

Antialiasing (Smoothing the Rendered Edges):

1. Click on the *Camera* mode button (on bottom of the Layout window).
2. Click on the *Properties* mode button (next to the *Camera* mode button).
3. In the *Camera Properties* window, find *Antialiasing* (half-way down the window).
4. Change *Antialiasing* from *none* to *Classic, Enhanced Low*.
5. Close the window.

Quick Rendering a Still Frame:

1. After the camera, lights and antialiasing have been set, click on the *Render* tab.
2. Click on the *Render Frame* tool (or, hit *F9*).
3. If you like the rendered image in the *Render Status* window, click *Continue*. If not, click *Abort* and make changes to the scene as needed.
4. After clicking *Continue*, click the *File* button (top, left corner in the rendered image window).
5. Select *Save RGBA > LW_JPEG (.jpg)*.
6. Save the image to the *Renderings* folder in your content directory.