

Rendering an Animated LightWave Scene

Setting up the Scene

1. Load your scene into Layout by going to File > Load > Load scene.
2. Select your camera by pressing SHIFT + C.
3. Go to Item Properties by selecting the button next to the CAMERA button. Or, press “p.”
4. In the camera properties, choose your resolution by using the drop-down menu second from the top.
5. Select the blue button that says “Segment Memory Limit” and change it from 8 to 1 if necessary. Note: Do not do this step on slower computers, because it uses too many resources and may crash the computer. On computers with available memory, it will speed up your render time.
6. On the Antialiasing dropdown menu, select “Low,” or “Medium,” as required by the effects you used in your scene.
7. Close the Camera Properties window.
8. Select your first light in the scene. Bring up the Item Properties window by hitting “p.”
9. Choose the Shadows tab. If your lights are spotlights, you may choose to change the shadow type from Ray Trace to Shadow Map. This changes the hard edge of the ray traced shadows to a softer edge. Otherwise, close the window.

Setting up the Render

1. Go to Render menu item and select Render Options.
2. Change the “Render First Frame” and “Render Last Frame” to the amount desired.
3. Make sure that “Frame End Beep” is NOT selected.
4. Change “Show Rendering in Progress” to “Off.”
5. Make sure “Render Display” says “(none)”.
6. If you have lights that are not spotlights, check the “Ray Trace Shadows” box. If you have reflective surfaces in your scene, check “Ray Trace Reflection.” Check the other two as needed, but keep in mind that the more you select, the longer your render will take.
7. Go to the Output Files tab.
8. Check the “Save Animation” box.
9. Press the blue “Animation File” button and choose a place to save your file.
10. Close the render options window.

Rendering

1. Press F10 on your keyboard.
2. If it prompts, “Do you want to set the render end frame to (#)?” hit “No.”
3. If LightWave prompts, “Auto Frame Advance is on but no saving options are active. Proceed with rendering?” hit “No.” You did not choose a place to save your file. Return to rendering options and amend your error.
4. Go find something to do while it renders. This could take a while.