

How to render an avi movie in 3ds Max

Setting up the length of the animation to be rendered

- Go to RENDERING - RENDERING SETUP (or press F10). That will open the Render Setup window
- On the Render Setup window, click or verify that you're on the COMMON tab.
- On the Common Tab, find the COMMON PARAMETERS section and click on the check button to the left of the RANGE value (to select it).
- To the right of the RANGE value, there are two textboxes where you can enter the from and to value (from where to where you want to render).
- Next, you'll need to Look at your timeline at the bottom of the screen (where you see the keys you've set for the objects you have been animating). Determine how long your animation should be, and enter that value on the second textbox (its default is 100).

Setting up the screen size of the animation

- On the OUTPUT SIZE area click on the 640x480 button for a bigger animation. You can also select 320x240 if you would like to make the screen size smaller.

Setting up the file name and location for the movie to be stored

- Scroll down to the RENDER OUTPUT section and click on the button labeled FILES... This will allow you now to tell the software where you want to save your rendered file to. The Render Output window will open.
- This works as a SAVE AS operation, where you need to find where to save your file to. On the SAVE AS TYPE menu, select AVI. Set a FileName (according to the assignment's instructions) and click on SAVE. If you get another window for the compressor, select DIVX and click OK. If you don't have the DIVx codec on the list, it means that you don't have it installed in your computer, so you can make a search online for it and download it for free.
- A few things to remember before you render, include checking that you're rendering from the camera that you have on your viewports. Look at each viewport (front, left, right, perspective, Camera1). The one highlighted in yellow around the edges is the one you have selected (middle mouse button allows you to select them without losing your selection). That's the same name that your Render Setup window should show on the VIEW menu to the left of the RENDER button.
- Back on the Render Setup window, find the RENDER button at the bottom right corner and click on it to render your animation.