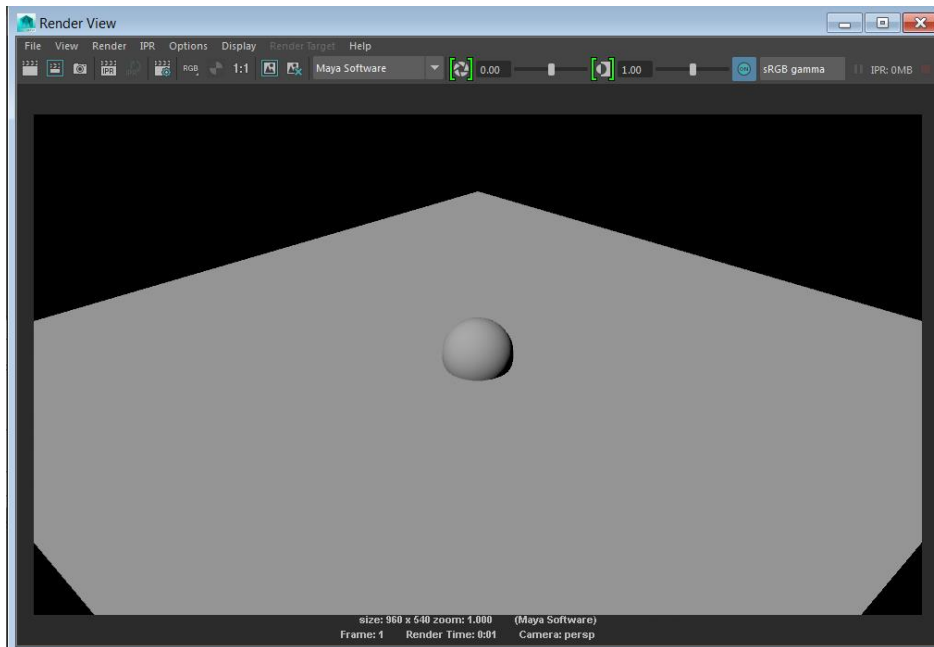


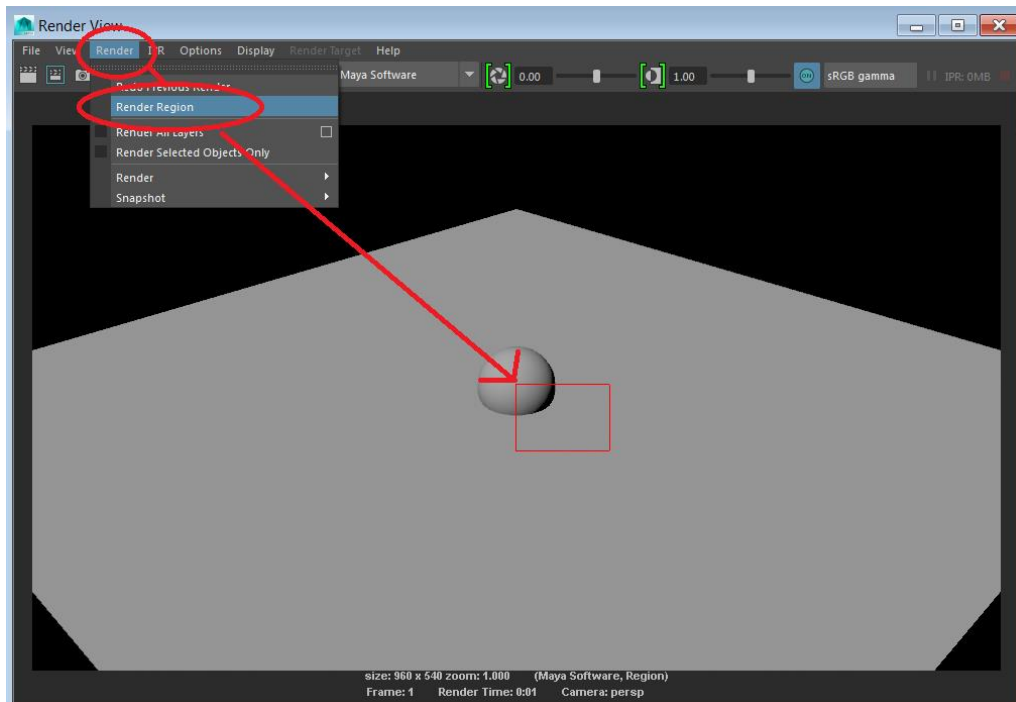
## Render small are of viewport instead of whole viewport to save time

-Render first the frame with RENDER - RENDER CURRENT FRAME, then make the changes you need to work with on the character. It's important to **not** move the camera, so that you can see the same area of the viewport rendered when you create your section to render.



- on Render Window, go to RENDER - RENDER REGION to select the small area you want to render

- drag a selection of the area you want to render, which will highlight in red on the render window



- click RENDER - RENDER REGION again to render only that smaller area you selected. In the example below, I just added a light with shadows so that you see how I managed to render that small section of the viewport rather than having to render the whole viewport, which might take more time if you are working with complex textures.

