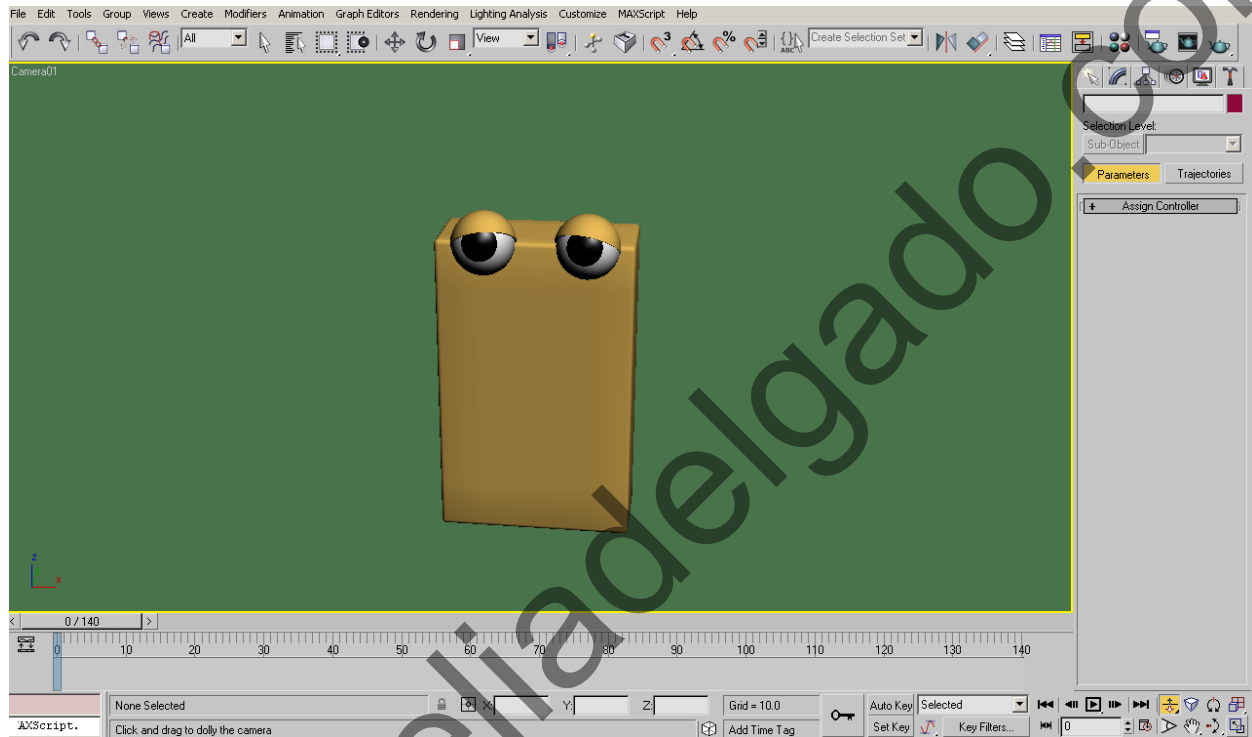


Preparing your file to Render a Preview

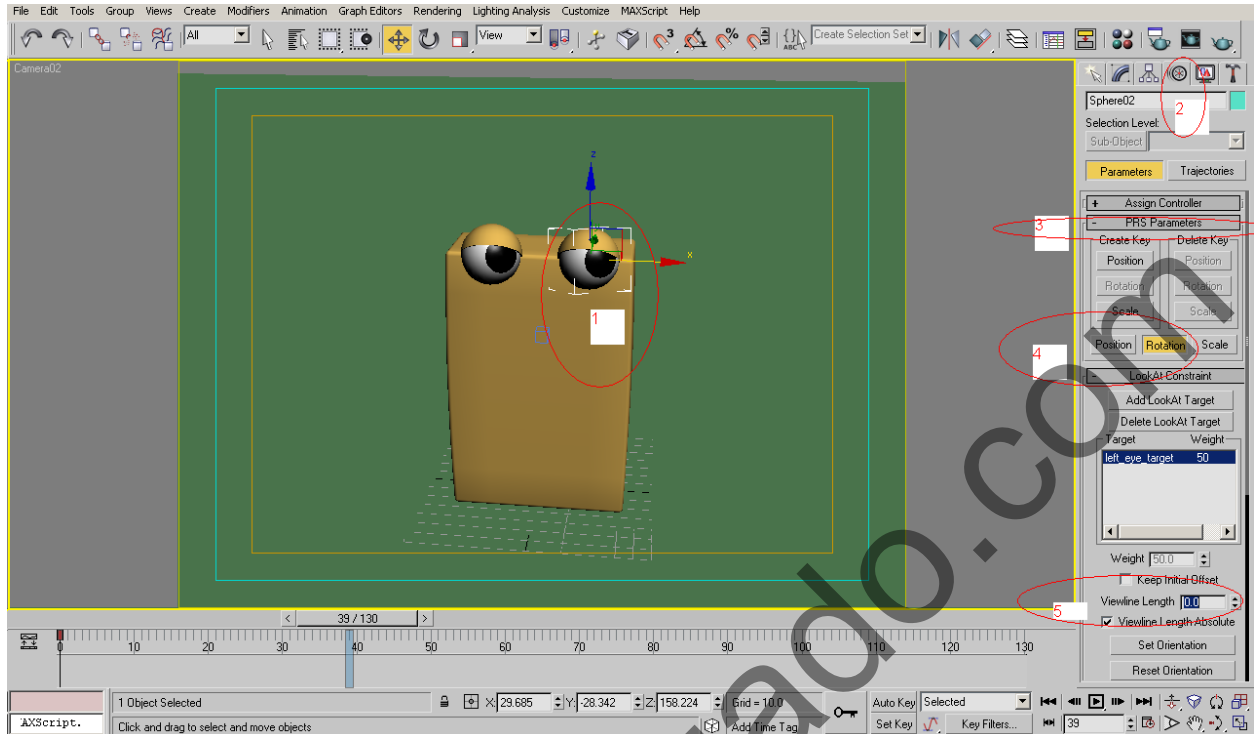
OBJECTIVE

This tutorial will take you through the steps to prepare your file for a render preview by disabling the grid, manipulators and any distracting items from your animation. The final result will be as the image shown below.



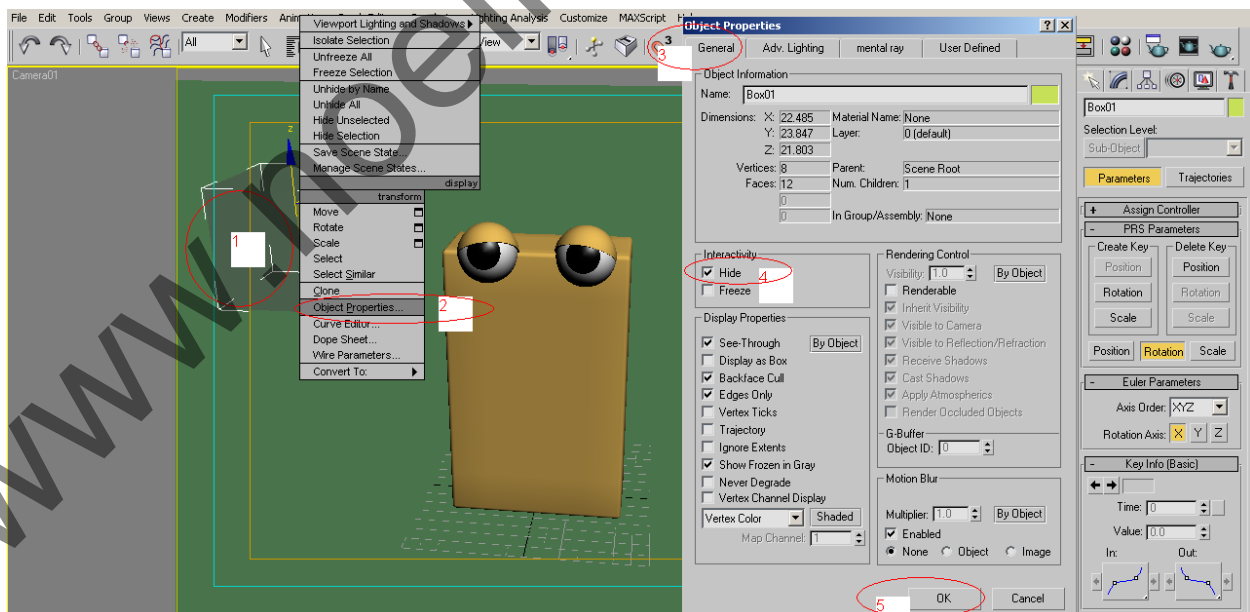
To get rid of the line that come out from the eyes

1. Click on the Right Eye sphere to select it (SPHERE02).
2. On the Tabs, select the MOTION tab.
3. Scroll down and on the PRS PARAMETERS
4. Click on ROTATION
5. On the LOOK AT CONSTRAINT section, click on VIEWLINE LENGTH and type a value of 0. This should remove the line that comes out of the eye.
6. Repeat for the Left Eye.



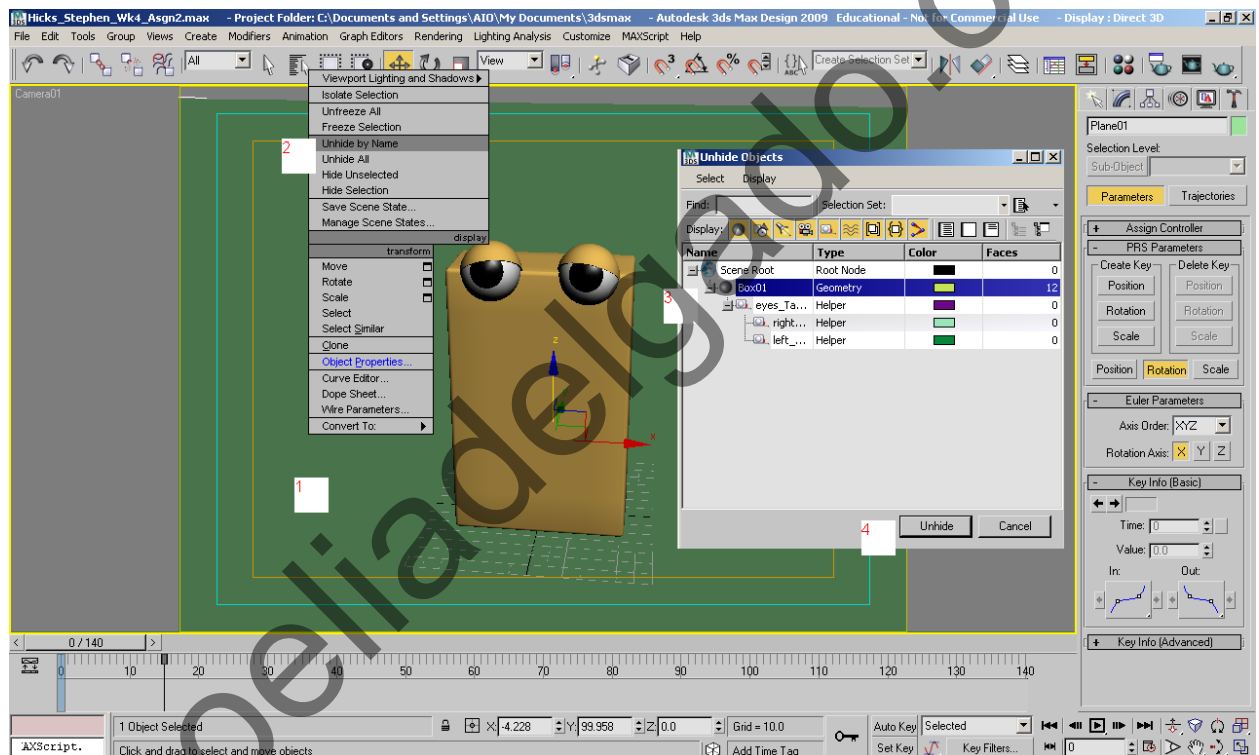
To hide the control box

1. Click on the box (BOX01)
2. Right-click on the box and select Object Properties.
3. On the GENERAL Tab
4. Click on HIDE
5. Click OK to close the window. The Box should have disappeared.



To Unhide the control box

1. Right- click anywhere on the desktop where there's nothing on the scene.
2. Select UNHIDE BY NAME
3. The next window shows all objects that are hidden on the scene. Click on the BOX01 geometry.
4. Click UNHIDE.
5. The box should show now.

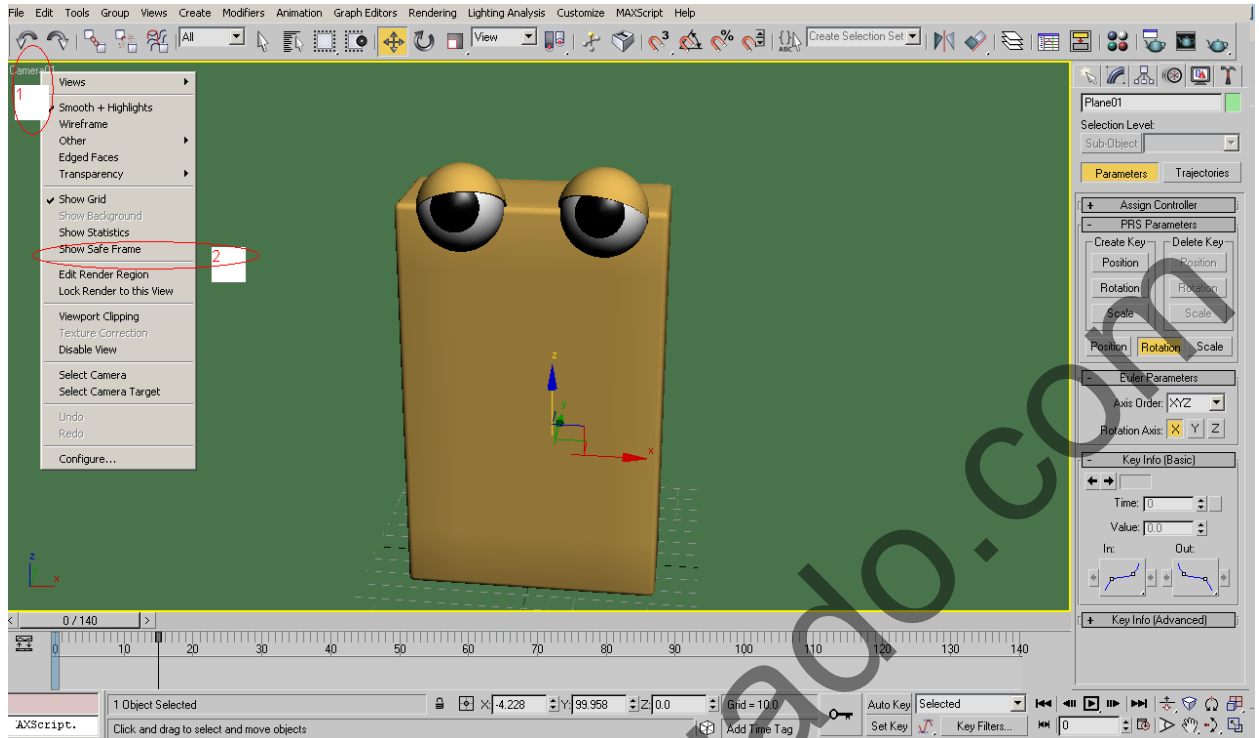


To hide the grid

Type "g" on the keyboard to turn the grid on and off. Easy, uh?

To remove the safe action/title frames

1. Right click on the Viewport title on the top left corner.
2. Click OFF Show Safe Frame



To remove any selections that you have

Press CTRL-D or go to EDIT-SELECT NONE

