

3D Max tips and Tricks

Add a background video or Picture

With you video or picture already saved to your M:drive. Click on views at the top of your screen and choose “viewport background”.

This window will appear.

Find your file

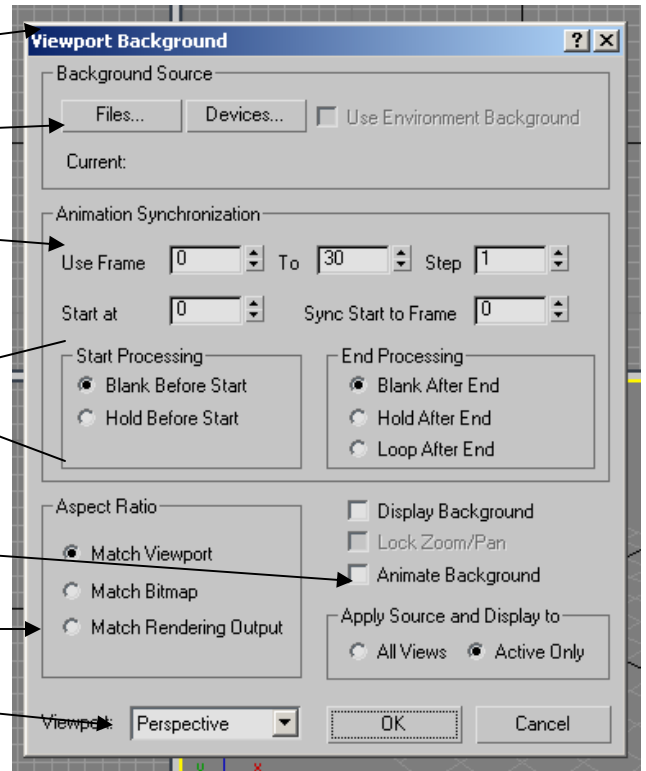
Tell it what frames you want it on

No sure here??

Choose animate background

Choose match rendering output

Choose what viewport you want to see it in



Render with a background

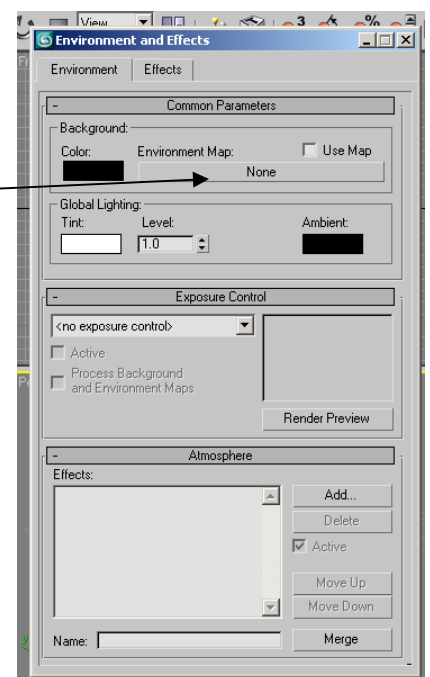
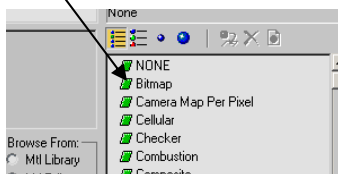
The above instructions will add a background to your rough work.....t see the background when you render (save as a video file) you must do the following after you have done the above.

Choose render from the top menu then select “Environment”

This menu will appear

Click on “None” under the environment map

Locate your graphic or video from the menu that appears by clicking “Bitmap”



Rendering

When you want to see what your rough work will look like finished you may choose to Render.

Click on the “Rendering” option on the top menu bar and choose “Render”

This menu will appear.

You may need to scroll down to see all of it

For now we just need to work under the common tab

Choose what frames you want to render

Probably active

Choose the output size

Default is fine

Choose where you want to save it by clicking on “files”

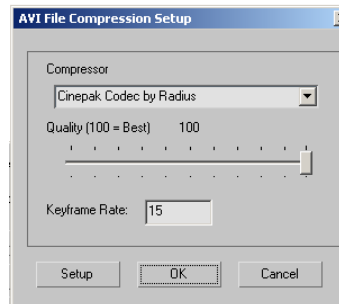
The window below will appear

Choose where to save it

What to name it

File type should be AVI

When you click save another window will pop up
Make sure the “compressor” is set to “Cinepac Codec by Radius”



Choose the viewport you want to render
And then click render (this may take a little time)

