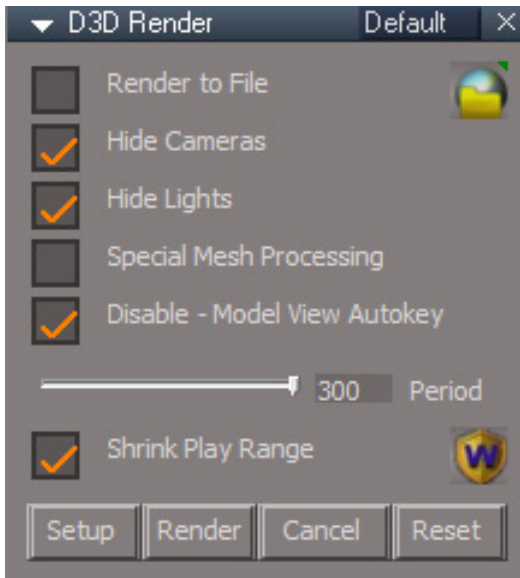


**D3D Render**

will erase undo history when button is pressed

Combines modelspace and workspace animations into one D3D workspace render sequence. Can also be used to bake workspace animations to modelspace animation via the autokey setting in modelspace and for rendering command script based animations.

**Preview:**

uncheck the Render to File
check Disable Model View Autokey
press the Render button

Bake Model view keyframes:

turn on AutoRecord in Model view
uncheck the Render to File
uncheck Disable Model View Autokey
press the Render button

Render a sequence to files:

Check the Render to File
Press the Render To File button and
uncheck "Save animation from frame"
check "Save sequence starting with"
enter a starting frame number
set the file name
press the "Save settings" button and close the dialog
check Disable Model View Autokey
Press the Render button

General Usage:

Set the animation playback range in workspace

Press Render to File button to set the filename, location and frame numbering start

Press the Setup button

Disable modelspace autokey setting, unless specifically transferring workspace animations to modelspace

Press the Render button to begin the render.

Alternate manual process:

Do not press Setup

Open Protect Workspace and press the Backup button

Switch the main view to Model

Open a Workspace 3D Window

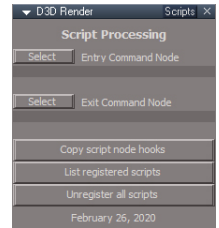
Set the Workspace Play Range

Note: The Play Range should be equal or greater than the Model's animation

Press the Render button



Render to File - pg 113, 7.1.7 Realtime Render To File



Protect Workspace - open panel and perform initial backup

[More Information](#)

Options:

Render to File - render an animation sequence to files

Hide Cameras - hide cameras during the render

Hide Lights - hide lights during the render

Special Mesh Processing - get NURBS, deformation and metaball shape animations from modelspace

Disable Model View Autokey - prevent model space from baking keyframes

Period - delay used before restoring the protected workspace values

Shrink Play Range - will look at the range of keyframes set in workspace and adjust the play range to fit.

If the current play range is less than the keyframes, the play range will be expanded to fit.

Setup - open a docked model space view and the protect workspace panel and optionally fit the play range to the keyframes. If model space view is already open will be prompted to close the model view.

Render - start the render/preview

Cancel - stop the render/preview

Reset

Workspace Protection Notes: The Matrix option will interfere with modelspace transform animations. A keyframe can be used to protect workspace matrix values from modelspace changes. A keyframe can also be used to protect workspace light angle and camera fov values from modelspace changes.



Changing layouts after a render may cause instability and crashes, first exit truespace



Restore Custom Scripts - if the scripts in this toolbar stop working, press to restore them to a working state.



will erase undo history