

# Instructions for Rendering a 3D Studio Max Animation Across Multiple Computers

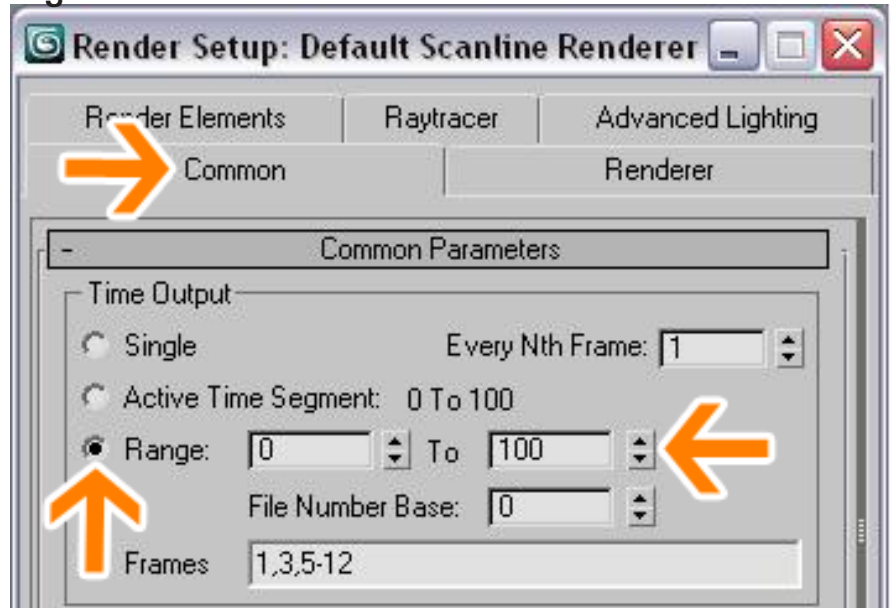
1. Open **3D Studio Max** on all computers that you wish to use.
2. Open the Scene you will be rendering on all computers.
3. Open the **Render Setup** located on the main toolbar in 3D Studio Max on each computer. **(Fig. 1)**

Fig. 1



4. Click on the **Common Tab** in Render Setup. **(Fig. 2)**
5. Activate the **Range Radial Button** under Common Parameters. **(Fig. 2)**
6. Divide the total frames of your Animation by the number of computers you are using.  
(Ex. 500 frames over 5 computers would be 100 frames per computer.)

Fig. 2



7. Specify in the **Dialog Box** of the Range on computer one the frames you wish to render. **(Fig. 2)**  
(Ex. Frames 0-100)  
\*Always start with frame 0.
8. Repeat step 7 on the next computer you are using, entering the next set of frames in the scene.  
(Ex. Computer 2-Frames 101-200, Computer 3-Frames 201-300, etc.)

9. Scroll down to the **Render Output**.
10. Click **Files** button which opens the Render Output File Dialog box. **(Fig. 3)**

Fig. 3



11. Click the drop down arrow next to the **Save In** Dialog box and navigate to where you would like your video clip saved. (**Fig. 4**)

12. Name the File using logical naming system. (**Fig. 4**)

(Ex. Clip 1 for frames 0-100 on computer 1, Clip 2 for frames 101-200 on computer 2 etc.)

13. Choose desired Video Format by clicking the drop down box next to **Save as Type**. (**Fig. 4**)

\*Depending on which video format you choose, you will have different video settings to select from.

14. Click **Save**. (**Fig. 4**)

\*Depending on which video format you choose, enter desired video compression settings in dialog box and click OK.

15. Repeat steps 11, 12, 13, and 14 for each computer.

16. Click **Render** on each computer. (**Fig. 5**)

Fig. 4

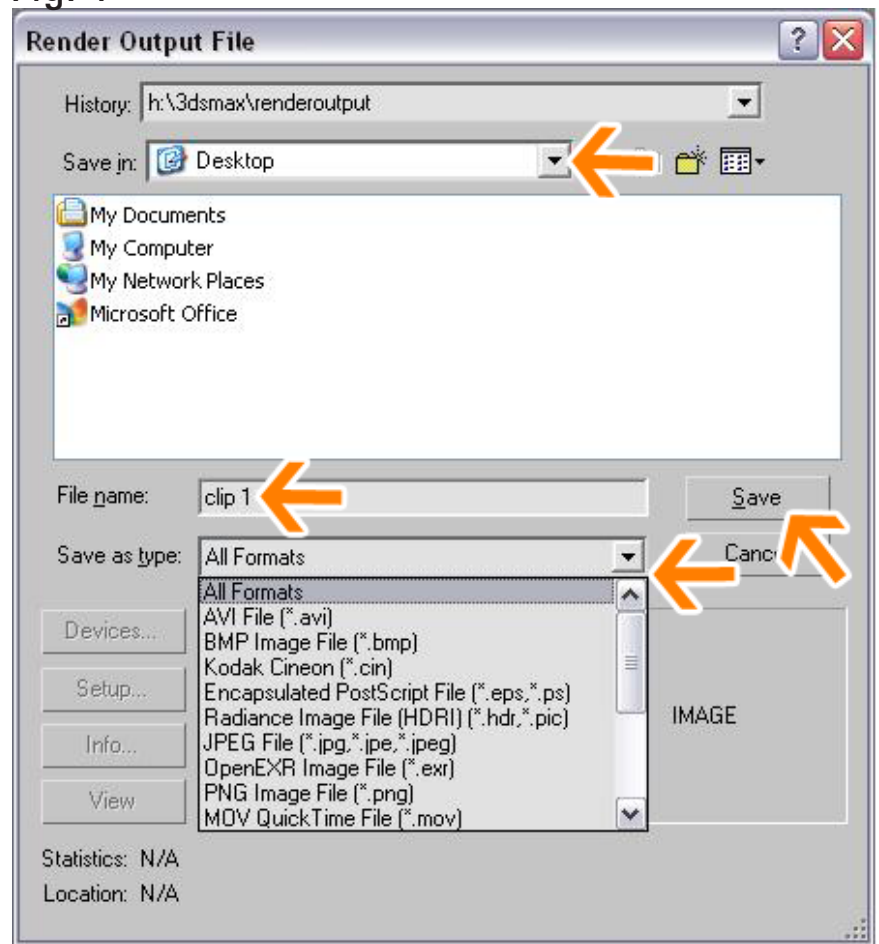


Fig. 5



17. Navigate to save location when render is complete.

18. Transfer video clip to external storage.

19. Repeat steps 17 and 18 on remaining computers.

20. Take acquired video clips into desired video editing software to compile into one video.