

10.8 Render - OpenGL Render

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OpenGL Render

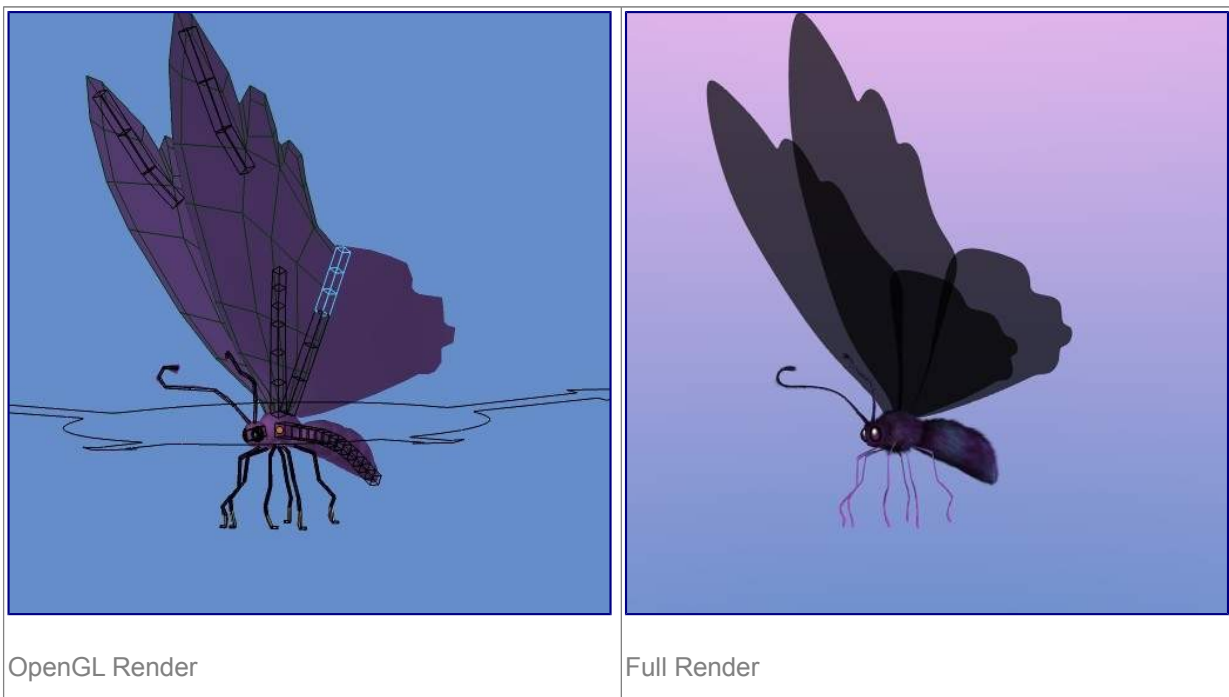
OpenGL rendering uses the 3d-views drawing for quick *preview* renders.

This allows you to inspect your animatic (for object movements, alternate angles, etc.).

This can also be used to preview your animations - in the event your scene is too complex for your system to play back in real-time in the 3d-view.

You can use OpenGL to render both images and animations.

Below is a comparison between the OpenGL render and a final render using the Bforartists Internal engine.



Tip

Showing Only Rendered Objects

To access this option, enable the *Only Render* in the *Display Panel*.

While this option is not specific to OpenGL rendering, its often useful to enable, since it removes data such as rigs and empties that can be a distraction.

Settings

For the most part, *OpenGL Render* uses view-port, however some render settings are used too.

- Render Dimensions
- Render Aspect
- Anti-Aliasing, Samples & Full Sample (for slower, higher quality output).
- Alpha (*Sky* background is only used when the 3D view has *World Background* enabled).
- File Format & Output (file-path, format, compression settings... etc).

Rendering

Activating OpenGL render from the menu will render from the active camera.



You can also render any view-port, from the header of the *3D View*, using the small button showing a *Camera* (together with a small image showing a *slate*)

As with a normal render, you can abort it with ESC.

Render a Still Image

Click on the small button showing a *camera* in the header of the *3D View*.

Or from the menu: Render › OpenGL Render Image from the header of the *Info Window*

Render an Animation

Click on the small button showing a *slate* in the header of the *3D View*.

Or from the menu: Render › OpenGL Render Animation from the header of the *Info Window*

Render from the Sequencer

Click on the small button showing a *slate* in the header of *Sequencer* preview window.

Using scene strips in the sequencer you can edit together scenes to quickly render an entire sequence of shots.

This can be activated using the render icons in the sequencer's playback window header.

Known Limitations

OpenGL Anti-Aliasing Support

Some graphics cards don't support this feature (known as the frame-buffer multi-sample OpenGL extensions).

In this case rendering works but no anti-aliasing is performed.

Enabling *Full Sample*, can be used to workaround this limit, because it doesn't rely on hardware multi-sample support.

Exact extensions needed, as listed in output from Save System Info (OpenGL section).

- `GL_ARB_texture_multisample`
- `GL_EXT_framebuffer_blit`
- `GL_EXT_framebuffer_multisample_blit_scaled`
- `GL_EXT_framebuffer_multisample`