

26.3 Editors - Properties Editor - Output Properties Tab

Detailed table of content.....	1
Output Properties Tab.....	4
Dimensions Panel.....	4
Presets.....	4
Resolution X / Y.....	5
Aspect X / Y.....	5
Render Region.....	5
Frame Start / End.....	5
Frame Step.....	5
Frame Rate.....	5
Time Remapping.....	6
Stereoscopy Panel.....	6
Workflow.....	6
Stereo 3D / Multiview.....	7
List of Cameras.....	8
Add / Remove / Rename.....	8
Suffix.....	8
Output Views Subpanel.....	8
Output Panel.....	11
File Path.....	11
Load File.....	11
File Format.....	11
Transparent.....	14
Options subpanel.....	14
Transparent subpanel.....	15
Encoding subpanel.....	15
Metadata Panel.....	16
Metadata Input.....	16
Include.....	16
Note.....	16
Burn into Image.....	16
Post Processing Panel.....	17
Pipeline.....	17
Dither.....	17

Detailed table of content

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Detailed table of content.....	1
Output Properties Tab.....	4
Dimensions Panel.....	4
Presets.....	4
Resolution X / Y.....	5
Aspect X / Y.....	5
Render Region.....	5

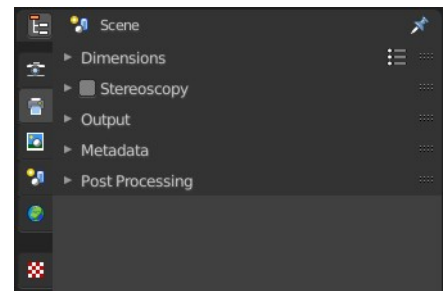
Crop to Render Region.....	5
Frame Start / End.....	5
Frame Step.....	5
Frame Rate.....	5
FPS.....	5
Base.....	5
Time Remapping.....	6
Old.....	6
New.....	6
Stereoscopy Panel.....	6
Workflow.....	6
Stereo 3D / Multiview.....	7
List of Cameras.....	8
Resize handler.....	8
Search field.....	8
Add / Remove / Rename.....	8
Suffix.....	8
Output Views Subpanel.....	8
Individual.....	8
Stereo 3D.....	9
Stereo Mode.....	9
Stereo Mode Type Anaglyph.....	9
Anaglyph Type.....	9
Stereo Mode Type Interlace.....	9
Interlace Type.....	9
Swap Left/Right.....	9
Stereo Mode Type Side by Side.....	10
Cross Eyed.....	10
Squeezed Frame.....	10
Stereo Mode Type Top Bottom.....	10
Squeezed Frame.....	10
Output Panel.....	11
File Path.....	11
Load File.....	11
File Format.....	11
Image file formats.....	11
BMP.....	11
Color.....	11
Iris.....	11
Color.....	11
PNG.....	11
Color.....	11
Color Depth.....	11
Compression.....	12
JPEG.....	12
Color.....	12
Quality.....	12
JPEG 2000.....	12
Color.....	12
Color Depth.....	12
Quality.....	12
Codec.....	12
Cinema.....	12

Cinema (48).....	12
YCC.....	12
Targa.....	12
Color.....	12
Targa Raw.....	12
Cineon.....	12
Color.....	12
DPX.....	13
Color.....	13
Color Depth.....	13
Log.....	13
Open EXR Multilayer.....	13
Color.....	13
Color Depth.....	13
Codec.....	13
Preview.....	13
Open EXR.....	13
Color.....	13
Color Depth.....	13
Codec.....	13
Z Buffer.....	13
Preview.....	13
Radiance HDR.....	13
Color.....	13
TIFF.....	14
Color.....	14
Color Depth.....	14
Compression.....	14
Movie file formats.....	14
AVI Jpeg.....	14
Color.....	14
Quality.....	14
AVI Raw.....	14
Color.....	14
FFmpeg video.....	14
Color.....	14
Transparent.....	14
Options subpanel.....	14
Saving.....	14
File Extensions.....	14
Cache Result.....	15
Image Sequence.....	15
Overwrite.....	15
Placeholders.....	15
Transparent subpanel.....	15
Transparent Glass.....	15
Roughness Threshold.....	15
Encoding subpanel.....	15
Presets.....	15
Metadata Panel.....	16
Metadata Input.....	16
Include.....	16
Note.....	16

Burn into Image.....	16
Font Size.....	16
Text Color.....	17
Background.....	17
Include Labels.....	17
Post Processing Panel.....	17
Pipeline.....	17
Compositing.....	17
Sequencer.....	17
Dither.....	17

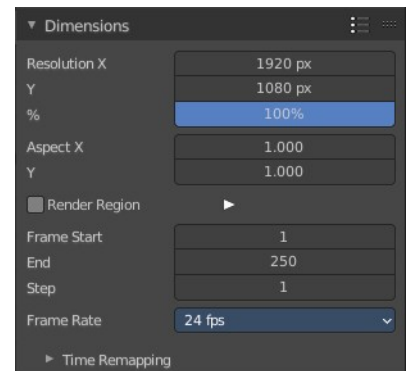
Output Properties Tab

The Output properties contains all the settings to render the final image or movie. Most of the settings are the same for all three available render engines.



Dimensions Panel

This panel contains the dimension settings.

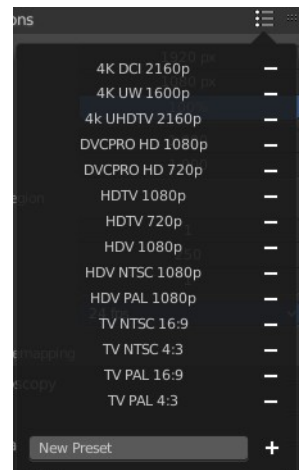
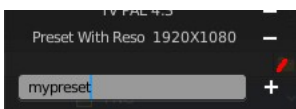


Presets

A list of dimension presets with the most common settings.

To add a new preset type in a new preset name into the edit box at the end of the list, and click at the + sign.

To remove a preset click at the - sign behind the name.



Resolution X / Y

The dimensions of the image in pixels.

%

Render the image in per cent of the original image. You can for example render in 200% of the resolution values. Or in 50%.

Aspect X / Y

The image aspect ratio. For anamorphic or non square pixel output.

Render Region



Activate render region for the output image.

There is a render region feature in the 3D view and in the Image editor where you can render a portion of the screen for preview purposes. Normally the output will always render the full image then, regardless of the render region. When you activate Render Region then the output will also render the render region only, and not the full image.

Crop to Render Region

Crop the output image to the size of the render region.

Frame Start / End

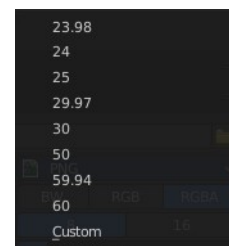
The start and end frame for an animation.

Frame Step

Number of frames to skip forward while playing the animation. With a value of 2 every second frame gets skipped.

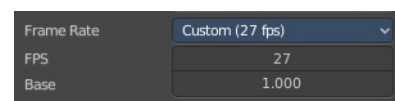
Frame Rate

The output frame rate. When you choose custom then two more properties appears.



FPS

The custom frame per seconds value.



Base

Frame rate base. A multiplier that makes it for example possible to set up 29,97 Frames instead of 30 for NTSC.

Time Remapping

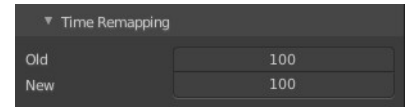
Remap the length of an animation.

Old

The old length.

New

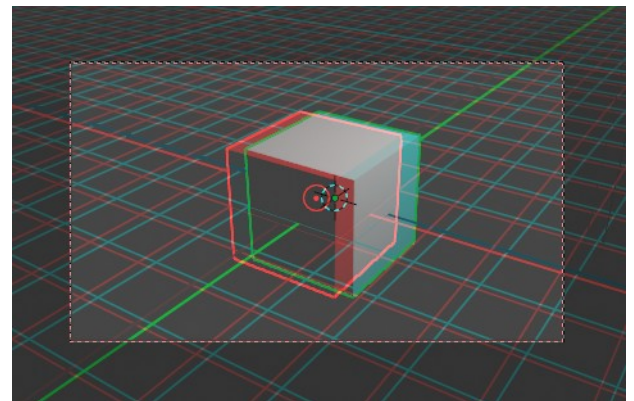
The new length.



Stereoscopy Panel

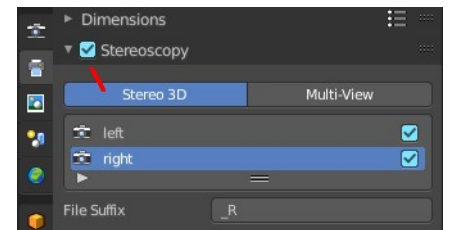
Allows you to render out stereoscopic images from the active camera. For the anaglyph images you need special stereoscopy glasses to see the 3D effect. And in case of the interlace method a 3d ready monitor and shutter glasses.

The anaglyph method is to create stereo images. The interlace method is mostly used in movies.



Workflow

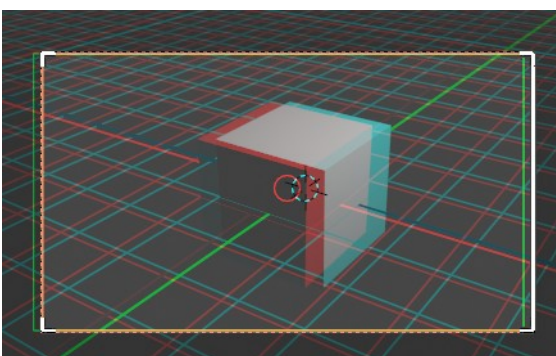
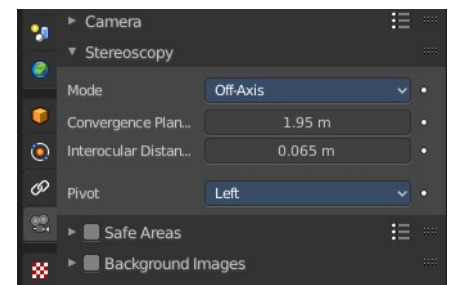
Turn on Stereoscopy.



Select the Camera in the Outliner. In the Properties Editor choose the Object Data Properties tab (which should show a camera icon at this point), and open the Stereoscopy panel.

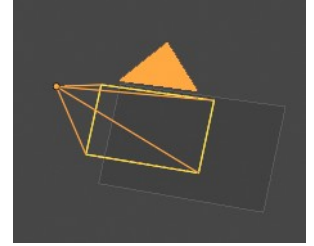
Change the Convergence Plane Distance to your needs. This can also be done in the 3D view with the handlers when you are in Camera view.

Interocular distance is the distance between the left and the right camera.



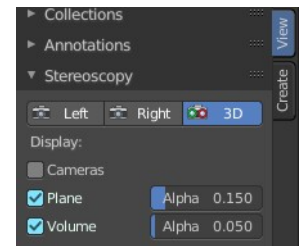
Outside of the camera view you will see this plane in front of the camera.

Adjust the plane to your needs. The plane is the reference point. Everything behind appears behind the focus. Everything before the plane appears before the focus.



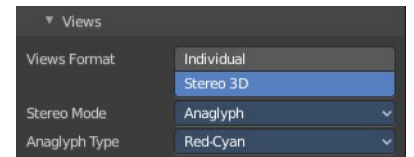
In the sidebar in the 3D view you will find further settings.

Turn on volume to see if the objects are inside of the volume.



Do a preview rendering, and adjust the settings if required.

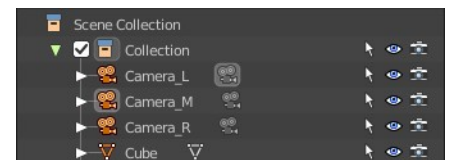
Go back to the Output tab to the Output panel. By activating stereoscopy here is a new section called Views. Here you can find further export settings.



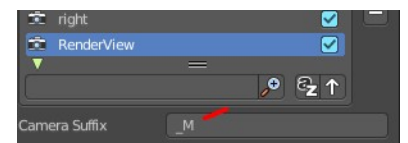
Stereo 3D / Multiview

The stereoscopy method. Stereo 3D uses two predefined virtual cameras. The camera settings gets inherited from the main camera.

Multiview allows you to set up several cameras manually. You need to create every camera by hand. And you need to follow name conventions to get this to work. In the outliner give the cameras the suffix that you want to use in the list. Here three cameras with a suffix.

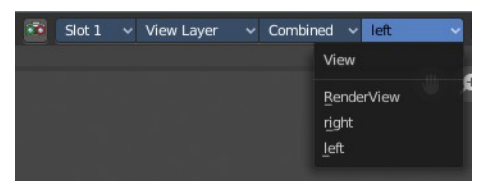


Now do the same in the list of cameras. Give every camera the same suffix than in the outliner. The camera name is not important. Important is the suffix. This is the identifier.



And in the render window you have now the render result of your three cameras.

Note that for stereoscopy just two cameras gets used for rendering the anaglyph or interlaced result. Usually the ones with suffix _L and _R. So our third camera does not influence the stereoscopic image here.



List of Cameras

The list of cameras. Note that with method Stereo 3D these cameras does not exist in the outliner. They are virtually created as child objects to the main camera that you use for rendering.



In this list you can choose the cameras to change the suffix.

The checkbox allows you to disable the cameras. Both options are just of interest for the multi-view setup. Normal stereoscopy setup does not require any further setup.

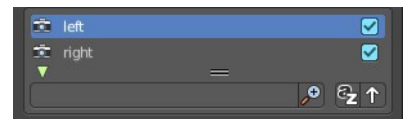
Resize handler

The resize handler allows you to resize the list.



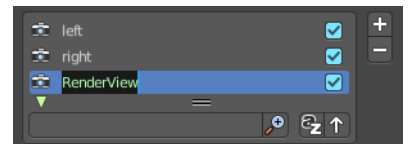
Search field

The triangle button down left allows you to open a search field.



Add / Remove / Rename

Add adds a custom camera. Remove removes a custom camera. And custom cameras can be renamed by clicking at the name.



The camera names left and right can't be renamed, and you can't remove them from the list. Individual cameras can be renamed and removed.

Suffix

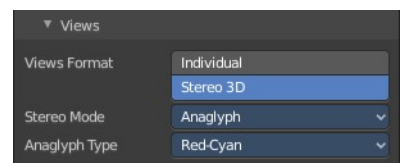
The camera identifier. The suffix gets appended at the end of the single images of the camera. The left camera has the suffix `_L`, and the right camera has the suffix `_R`



Output Views Subpanel

This subpanel just shows with Stereoscopy enabled!

Adjust the stereoscopy export settings. Note that this settings does not adjust what you view in the image editor. This settings influences what you save from the image editor then.



Individual

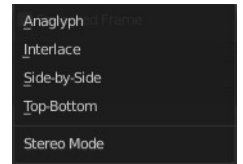
Save out single images from each camera when you save the result from the image editor. So for a stereoscopic image two images for the two cameras.

Stereo 3D

Save out the stereoscopic image as a single image when you save the result from the image editor.

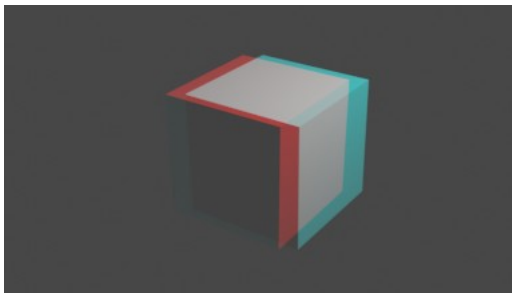
Stereo Mode

How to export the stereoscopic image with save as in the image editor. There are four methods available.



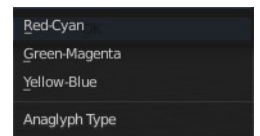
Stereo Mode Type Anaglyph

Render Views for left and right eyes as two differently filtered colors in a single image. You need anaglyph glasses to see the 3d effect.



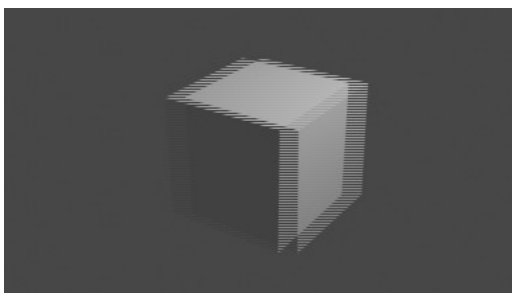
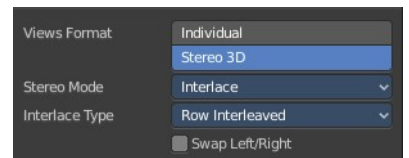
Anaglyph Type

The color model to display the graphics.



Stereo Mode Type Interlace

Render Views from left and right eyes interlaced into a single image. You need a 3D Ready monitor to see the stereo effect.

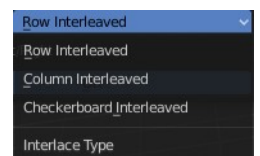


Interlace Type

The interlace type that you can choose.

Swap Left/Right

Swaps left and right camera view.



Stereo Mode Type Side by Side

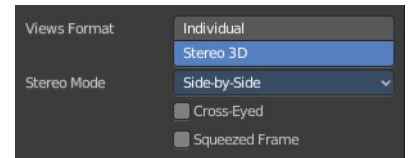
Renders images of the two cameras side by side.

Cross Eyed

Swaps left and right camera view.

Squeezed Frame

Combine both views in a squeezed image.

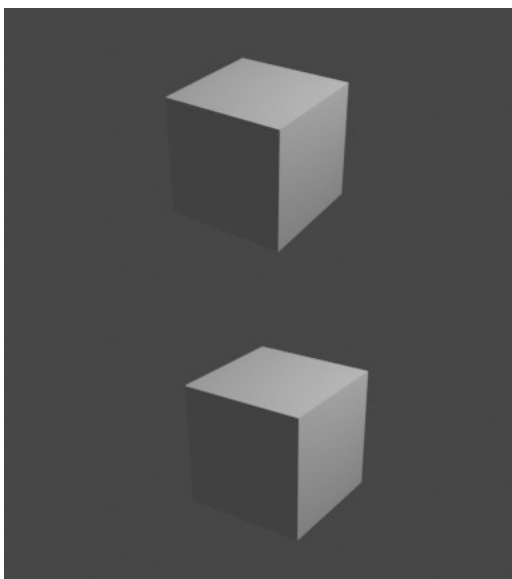
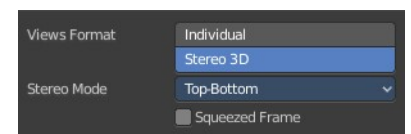


Stereo Mode Type Top Bottom

Renders images of the two cameras side by side.

Squeezed Frame

Combine both views in a squeezed image.



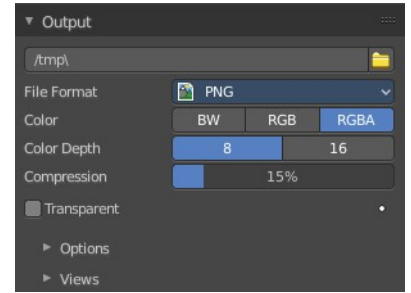
Output Panel

The file output settings.

File Path

The location to save rendered frames. Here you will find rendered animation sequences. For single images you can save out the result in the image editor.

When rendering an animation, the frame number is appended at the end of the file name with four padded zeros (e.g. `image0001.png`). You can set a custom padding size by adding the appropriate number of # anywhere in the file name (e.g. `image_##_test.png` translates to `image_01_test.png`).



This setting expands relative paths where a // prefix represents the directory of the current blend-file.

Load File

Here you can load an existing file to overwrite it. Or you can use it to load a file in a directory and rename it then to your destination file name.

File Format

The output file format.

Each file format has some own settings.

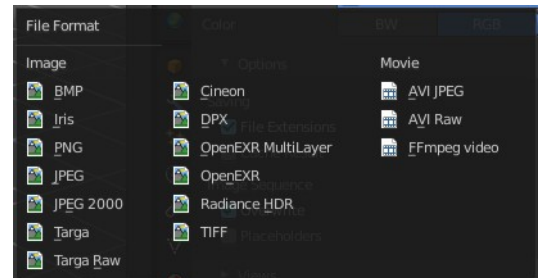


Image file formats

BMP

Color

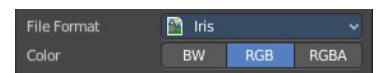
The output color format. Black and white or rgb.



Iris

Color

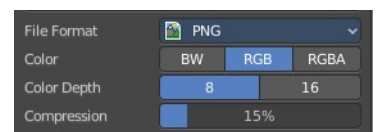
The output color format. Black and white, rgb or rgba.



PNG

Color

The output color format. Black and white, rgb or rgba.



Color Depth

8 or 16 colors per channel.

Compression

The compression level.

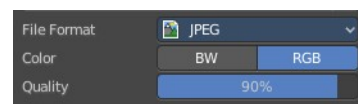
JPEG

Color

The output color format. Black and white, or rgb.

Quality

The jpeg quality.



JPEG 2000

Color

The output color format. Black and white, rgb or rgba.

Color Depth

8, 12 or 16 colors per channel.

Quality

The jpeg quality.

Codec

Which jpeg 2000 codec to use.

Cinema

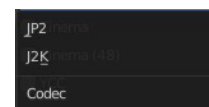
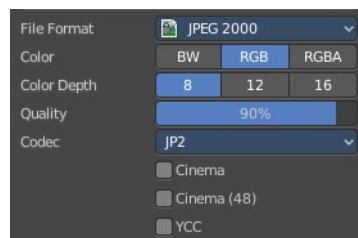
Use OpenJpeg Cinema preset.

Cinema (48)

Use OpenJpeg Cinema (48) preset.

YCC

Save luminance / chrominance / chrominance channels instead of rgb channels.



Targa

Color

The output color format. Black and white, rgb or rgba.



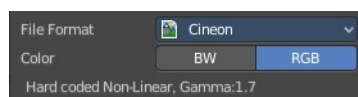
Targa Raw

Cineon

Color

The output color format. Black and white, or rgb.

Gamma of 1.7 and Non-Linear is hard coded.



DPX

Color

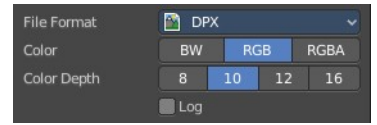
The output color format. Black and white, rgb, or RGBA.

Color Depth

8, 10, 12 or 16 colors per channel.

Log

Convert to logarithmic color space.



Open EXR Multilayer

Color

The output color format. Black and white, rgb, or RGBA.

Color Depth

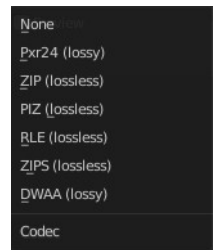
Float half values or Float full values per channel.

Codec

What codec to use.

Preview

When rendering animations, save Jpeg preview images into the same directory.



Open EXR

Color

The output color format. Black and white, rgb, or RGBA.

Color Depth

Float half values or Float full values per channel.

Codec

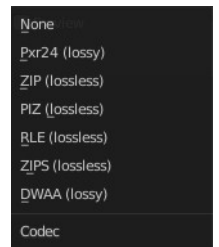
What codec to use.

Z Buffer

Save the Z Depth per pixel. 32 Bit unsigned int Z Buffer.

Preview

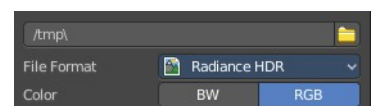
When rendering animations, save Jpeg preview images into the same directory.



Radiance HDR

Color

The output color format. Black and white, or rgb.



TIFF

Color

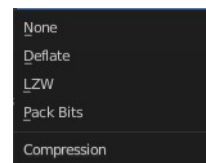
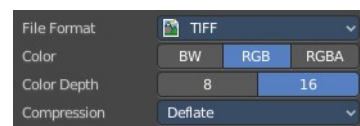
The output color format. Black and white, rgb, or RGBA.

Color Depth

8 or 16 bit per channel.

Compression

The compression method.



Movie file formats

AVI Jpeg

Color

The output color format. Black and white, or rgb.

Quality

The jpeg quality.



AVI Raw

Color

The output color format. Black and white, or rgb.



FFmpeg video

Color

The output color format. Black and white, or rgb.



Transparent

Eevee and Workbench renderer. Render and export the result with transparent background.



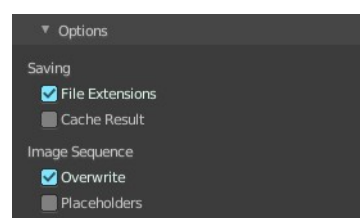
Options subpanel

Not all options are available for all file formats.

Saving

File Extensions

Adds the correct file extensions per file type to the output files.



Cache Result

Saves the rendered image and passes to a Multilayer EXR-file in temporary location on your hard drive. This allows the compositor to read these to improve performance, especially for heavy compositing.

Image Sequence

Overwrite

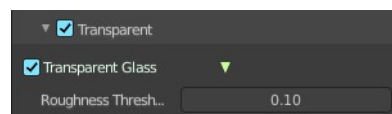
Overwrite existing files when rendering.

Placeholders

Create empty placeholder frames while rendering.

Transparent subpanel

Cycles only. Enable the rendering of transparent background.



Transparent Glass

Render glass with transparent background.

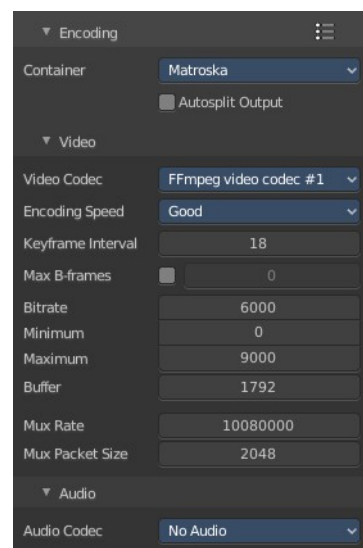
Roughness Threshold

For transparent transmission. Keep surfaces with roughness above the threshold opaque.

Encoding subpanel

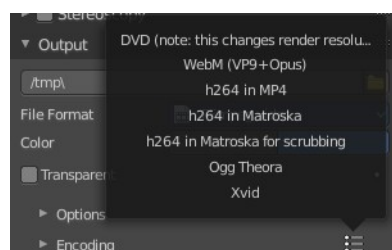
FFmpeg video format only. The ffmpeg video encoding settings.

The settings should be in big parts self explaining. For further informations we suggest to consult the manual of the FFMpeg codec. Note that using different video codecs shows different content.



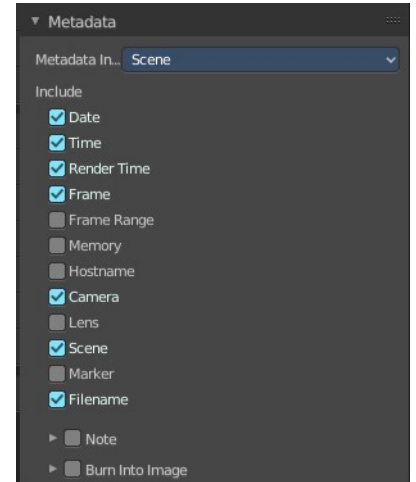
Presets

Some encoding presets. This set of preset is read only. You cannot add your own presets here.



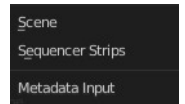
Metadata Panel

What metadata to include into the image or movie.



Metadata Input

Where to get the Metadata from.

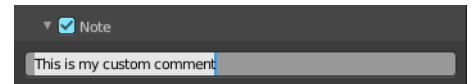


Include

What Metadata to include.

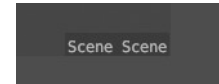
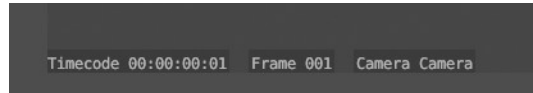
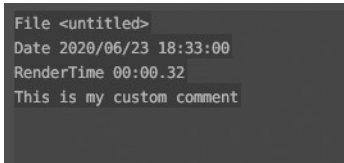
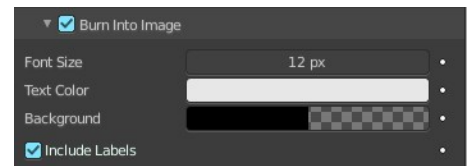
Note

Include a custom comment.



Burn into Image

Render the stamp info text into the image. The information is cluttered across the rendered image. Parts of it appears up left in the rendering. Parts down left, and parts down right.



The props have decorators. This means this information can be keyframed. The font itself is the system font, and cannot be changed.

Font Size

The font size.

Text Color

The text color.

Background

The background color of the text.

Include Labels

Display stamp labels like "Camera" in front of camera name, etc.

Post Processing Panel

Enable Post Processing.

Pipeline

Compositing

Process the pipeline through the compositing in case compositing nodes are enabled.

Sequencer

Process the pipeline (and composited result) through the video sequence pipeline in case Sequencer strips exists.

Dither

Amount of dithering noise added to the rendered image to break up banding.

This prop has a decorator, and can be keyframe animated.

