

5.1.3 Topbar and Statusbar - Render menu

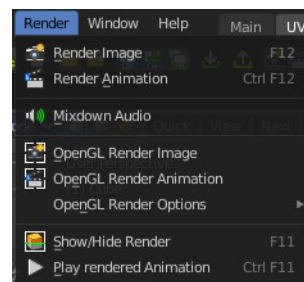
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Render Menu

This menu contains functionality around rendering.

Most of the render settings can be found in the Properties editor in the Render tab. And here you can also choose the render engine.

Rendered images can be saved in the Image menu like any other image.



Render Image

Renders the current scene as an image by using the current chosen renderer.

Render Animation

Renders the current scene as an animation by using the current chosen renderer.

Mixdown Audio

Mixdown and export the scene's audio to an audio file. You will open an export dialog when you click at Mixdown Audio. Further Audio settings can be found in the Properties editor.

Options

The options can be found down left in the Save dialog.

Relative Path

Select the file relative to the blend-file.

Accuracy

Sample accuracy, important for animation data (the lower the value, the more accurate).

Containers

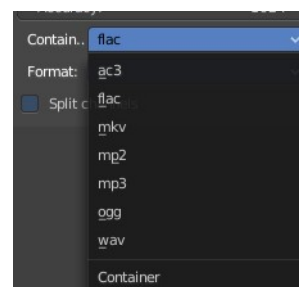
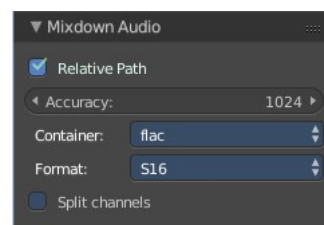
Choose between different audio export formats.

Format

Some *Audio Containers* also have option to choose a codec. For more information see [here](#).

Split Channels

Each audio channel will be rendered into a separate file.



OpenGL Render Image

Renders an Image, using the Viewport OpenGL renderer.

OpenGL Render Animation

Renders an animation, using the Viewport OpenGL renderer.



Open GL Render Options

Adjust the look of the Open GL rendering.

Full Sample

Save the entire render layer results for every anti aliasing sample.

Show / Hide Render

Toggles the display of the render view.

Play rendered Animation

Plays back the rendered animation sequence.