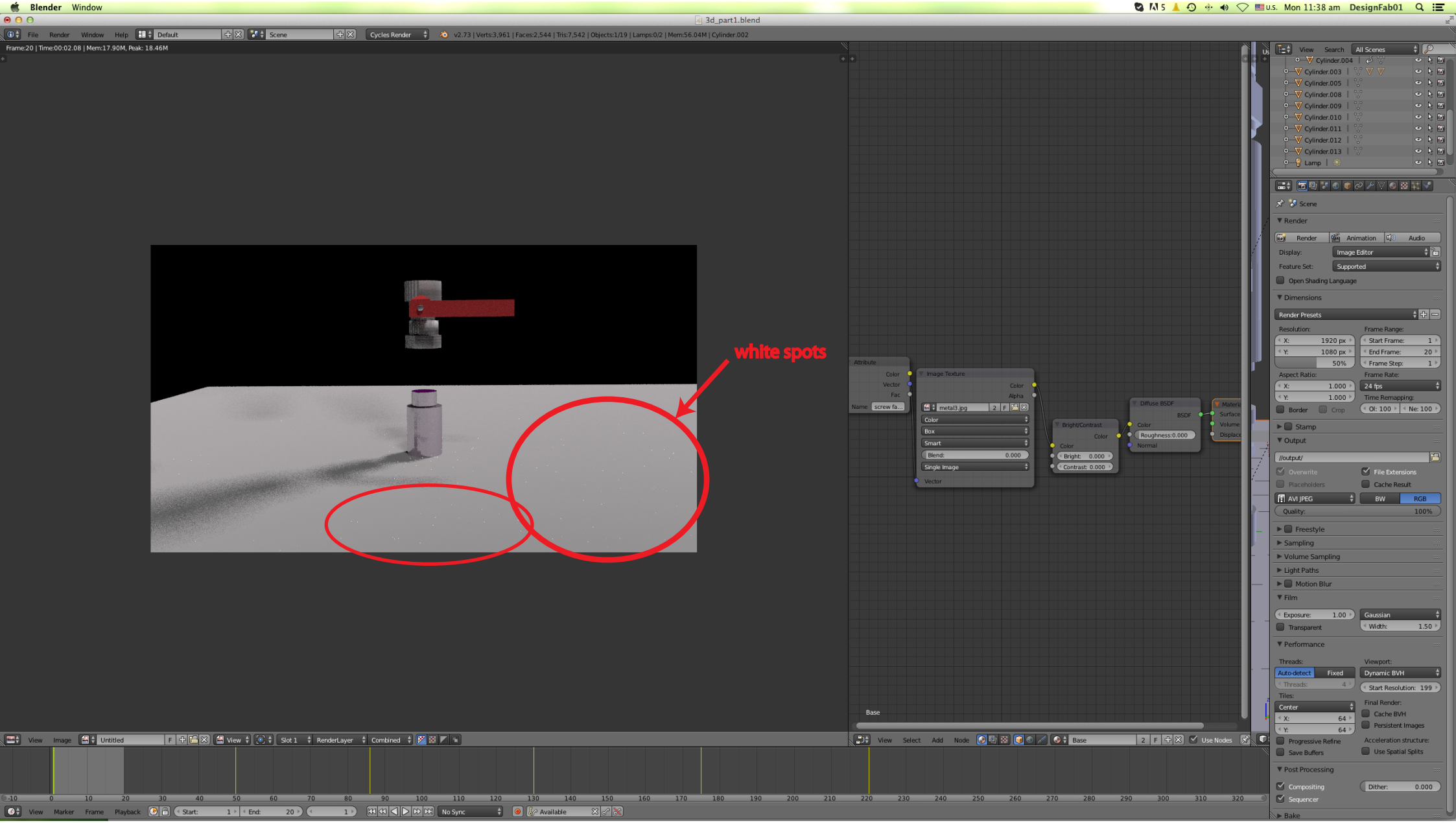
Blender Window
Mon 11:38 am DesignFab01
3d_part1.blend
File Render Window Help Default Scene Cycles Render
v2.73 | Verts:3,961 | Faces:2,544 | Tris:7,542 | Objects:1/19 | Lamps:0/2 | Mem:56.04M | Cylinder.002
Frame:20 | Time:00:02.08 | Mem:17.90M, Peak: 18.46M
white spots
Attribute
Image Texture
metal3.jpg
Color
Box
Smart
Blend: 0.000
Single Image
Vector
Bright/Contrast
Bright: 0.000
Contrast: 0.000
Diffuse BSDF
Roughness:0.000
Normal
Base
View Search All Scenes
Cylinder.004
Cylinder.003
Cylinder.005
Cylinder.008
Cylinder.009
Cylinder.010
Cylinder.011
Cylinder.012
Cylinder.013
Lamp
Scene
Render
Display: Image Editor
Feature Set: Supported
Open Shading Language
Dimensions
Render Presets
Resolution: X: 1920 px Y: 1080 px 50%
Frame Range: Start Frame: 1 End Frame: 20 Frame Step: 1
Aspect Ratio: X: 1.000 Y: 1.000
Frame Rate: 24 fps
Time Remapping: Ol: 100 Ne: 100
Stamp
Output
//output/
Overwrite
File Extensions
Placeholders
Cache Result
AVI JPEG
BW RGB
Quality: 100%
Freestyle
Sampling
Volume Sampling
Light Paths
Motion Blur
Film
Exposure: 1.00
Gaussian
Transparent
Width: 1.50
Performance
Threads: Auto-detect Fixed
Viewport: Dynamic BVH
Start Resolution: 199
Tiles: Center X: 64 Y: 64
Final Render: Cache BVH Persistent Images
Progressive Refine
Save Buffers
Acceleration structure: Use Spatial Splits
Post Processing
Compositing
Dither: 0.000
Sequencer
Bake
View Image Untitled View Slot 1 RenderLayer Combined
View Select Add Node Base Use Nodes
View Marker Frame Playback Start: 1 End: 20 No Sync Available

View Search All Scenes

Cylinder.004
Cylinder.003
Cylinder.005
Cylinder.008
Cylinder.009
Cylinder.010
Cylinder.011
Cylinder.012
Cylinder.013
Lamp

Scene

▼ Render

Render | Animation | Audio

Display: Image Editor

Feature Set: Supported

☐ Open Shading Language

▼ Dimensions

Render Presets

Resolution:
X: 1920 px
Y: 1080 px
50%

Frame Range:
Start Frame: 1
End Frame: 20
Frame Step: 1

Aspect Ratio:
X: 1.000
Y: 1.000

Frame Rate:
24 fps

Time Remapping:
Ol: 100 | Ne: 100

☐ Border ☐ Crop

▶ ☐ Stamp

▼ Output

//output/

☑ Overwrite ☑ File Extensions
☐ Placeholders ☐ Cache Result

AVI JPEG | BW | RGB

Quality: 100%

▶ ☐ Freestyle

▶ Sampling

▶ Volume Sampling

▶ Light Paths

▶ ☐ Motion Blur

▼ Film

Exposure: 1.00
☐ Transparent

Gaussian
Width: 1.50

▼ Performance

Threads:
Auto-detect | Fixed
Threads: 4

Viewport:
Dynamic BVH
Start Resolution: 199

Tiles:
Center
X: 64
Y: 64
☐ Progressive Refine
☐ Save Buffers

Final Render:
☐ Cache BVH
☐ Persistent Images

Acceleration structure:
☐ Use Spatial Splits

▼ Post Processing

☑ Compositing
☑ Sequencer

Dither: 0.000

▶ Bake