

Settings for great looking renders

## Under the **Scene** tab in the properties editor

- Set dimensions to desired resolution
- Set desired frame range
- Enable Anti-Aliasing (at least 11 samples)
- For motion blur check the Sampled Motion Blur box
- The more motion samples, the better the blur is
- The smaller the Shutter is, the less blurry it is
- Keep Shading, Performance and Post Processing as is
- Enable Stamp if you want various information on your renders
- Set the desired folder for render under Output
- For good image sequence choose PNG, TIFF or OpenEXR.
- For good video choose H.264

## Under the Wolrd tab in the properties editor

- Enable Ambient Occlusion
- Set Gather to Raytrace
- The higher the samples, the better the quality. Set to at least 10

## Under the **Lamp** tab in the properties editor

- Make sure you have a lamp selected to view this tab
- Set falloff to Inverse Square
- Set shadow to Ray Shadow
- The higher the sampling, the better the shadow looks
- Increase soft size for blurrier shadows

