



This is a quick step-by-step guide to help you make a photo realistic rendered animation.

Please note that rendering an animation takes a lot of time!!

*I.e. if you have made an animation lasting 30 sek., and you've applied 25fps in the settings, in order to get a smooth animation, KT needs to render 750 images. If it takes an average of 2 min. to render each image, the entire animation will take 25 hours to complete the rendered animation!
The good news is that Kerkythea will do it all without you touching a finger. You can sleep while the render process is running.*

To follow this guide, you need to have basic knowledge about Kerkythea, how to apply materials and render settings!

Some basic information:

To get a smooth animation we recommend that you use 24fps in the Rate setting.

Expert setting 23.98fps European PAL – 29,97fps full NTSC

Resolution should be set to 768x576

You can read much more about proper video settings on the Internet.

Here are some good examples:

<http://www.bbc.co.uk/commissioning/tvbranding/picturesize.shtml>

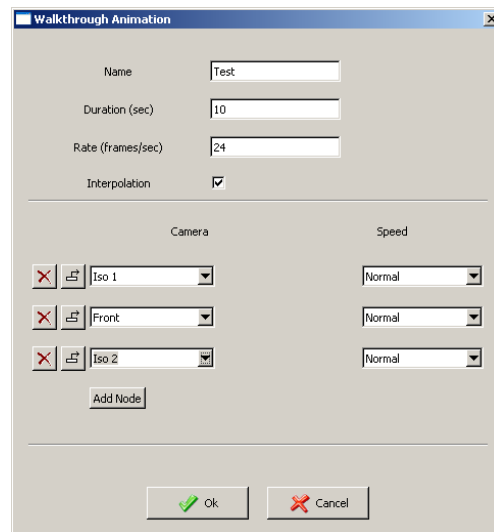
http://lipas.uwasa.fi/~f76998/video/conversion/#conversion_table


<http://lipas.uwasa.fi/~f76998/video/conversion/>

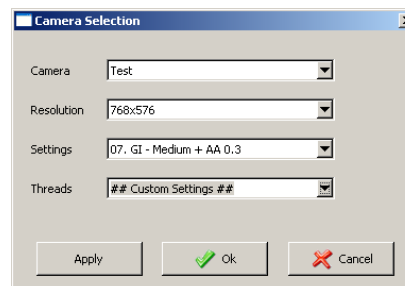
- 1.) Open Kerkythea 2007.
- 2.) Open the exported XML-, OBJ- or 3DS-file.
- 3.) Apply material- and scene- settings accordingly.
- 4.) You can test the settings by executing some "05. GI - Quick" render.
- 5.) Once happy with all settings - SAVE the XML-file in KT!!
*It's very important that you save the XML-file by overwriting existing XML-file!!
Reason for this is, that if you save to different filename and/or directory, all textures will be lost and final render will fail.*
- 6.) If you haven't already applied cameras, you need to do it before creating a Walkthrough Animation.



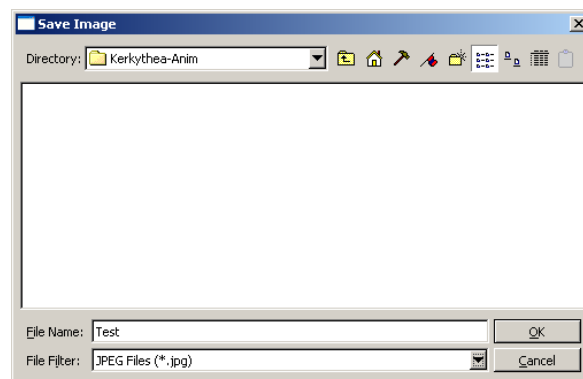
- 7.) Click **Tools > Walkthrough Animation...**
- 8.) Enter a name for your Walkthrough Animation
- 9.) Enter duration in seconds (*default set to 10 sek.*)
- 10.) Enter the preferred rate in FPS
(*Frames Per Second, default set to 24fps*)
- 11.) Turn on/off Interpolation (*default set to ON*)
(*Interpolation means that the transition between the cameras are smooth.*)
- 12.) Click the “Add Node” for as many cameras as you need to be used in the animation.
- 13.) Use the pull-down and choose the camera.
- 14.) Use the pull-down and choose the Speed Between the cameras. (*default set to Normal*)
- 15.) Repeat step 13 and 14 if needed.
- 16.) When ready, click OK




- 17.) Click the “Start Render” button 
- 18.) Select the name of your walkthrough animation in the “Camera” pull-down menu.
- 19.) Select the resolution. (*We recommend 768x576*)
- 20.) Select the render “Setting”.
- 21.) Select number of “Threads”.
(***Unless you know about this setting, which only apply for computers with Dual core processors, we recommend that you use the default “## Custom Settings ##”.***)
- 22.) Click OK.



- 23.) When clicking OK, you need to specify where the rendered images should be placed. Choose or create a folder and enter a file name.
(*Please note that the image files will be saved with the name specified followed by “_000X.jpg where the X represent the image number in the animation.*)



IMPORTANT NOTICE!!

If you hit the “Stop Render (Immediately)” button  you will cancel the render process of the animation completely! You can't use this to “Pause” the process and you'll need to start re-render from first image.

- 24.) Upon completion of the rendered animation, all images will be saved in the folder specified and you can assemble these image-files to a video-file (*i.e. an AVI-file*) by using programs like

<http://www.virtualdub.org>

<http://www.dandans.com/ImageVideoMachine.htm>

or similar programs.