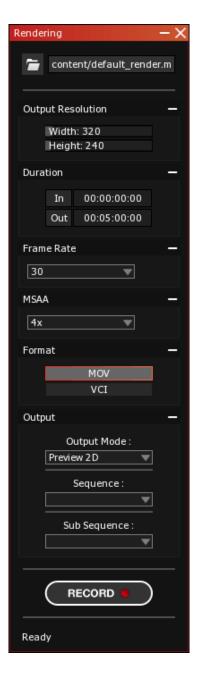# Rendering Module

The Rendering module allows you to render either a Screen or the 3D Scene Preview as a video file, either a Quicktime .mov or a .vci (VYV's video file format). This feature gives you the possibility to flatten a complex compositions into one piece of media, create a fly-through of your show in the 3D Scene Preview, or even use PHOTON as a visualisation tool for the early phases of your creation process.

You can open the Rendering module by pressing [Alt+R] or by selecting {System> Tools > Rendering} in the Main Menu bar.

# Module Description

### Path & Name

Clicking on the folder icon will open a dialog box allowing you to choose the render location and the name of the file. You can also edit the path and name directly in the input box next to the icon.

### Output Resolution

2 sliders to set the render resolution in X (width) and Y (height).

Note: In **Preview 2D** Mode the render resolution should match your **Sub Sequence** (screen) resolution or at least its ratio in a lower resolution. In **Preview 3D**, the resolution can be chosen by the user.

### Duration

Sets the portion of time you want to render in the Timeline or the duration of your fly-through.

Note: In and Out are buttons that will set the current playhead position as a time value would do in the time sliders

### Frame Rate

Sets the framerate of your rendered video.

Note: You should match your project frame rate, which is set in the General Tab of the Settings module.

### Format

Sets the codec in which the video will be encapsulated.

Note: Rendering is local. If you export a .VCI with the idea to reuse it in the show, you'll need to re-import it on all of the servers over the network. See: File Manager module & Sync Selected.

**Output**

This section features 3 dropdown menus.

**Output mode**

The Preview 2D option will render the selected Screen as a video (what you see in the preview window of the Timeline in Preview 2D Mode).

The Preview 3D option will render the 3D scene in its current rendering state/mode.

**Sequence**

Selects the active timeline you will render.

**Sub Sequence**

Selects the screen you will render.

**Record Button**

Starts the recording.

**Status**

Once the render is started, progress will be displayed in %.

Note: Resolution should be set within reason considering the limits of OpenGL and the user's machine capabilities.

Note: The rendering module uses the converted medias on your local machine to export a video. If your local machine is set in controller mode, all the medias will be rendered in very low resolution (see Preview MPixel Limit in the **File  Manager Settings**), impacting the final render.

Note: When creating a .mov, the Rendering module will first create a .vci, then convert it into the Quicktime format. This part is not displayed in the interface of PHOTON and can take a lot of time. The only way to know if it is complete is by monitoring the file size of the .mov in Windows.

Note: When creating a .mov, the .vci created by the rendering module will not be deleted from the selected folder and will take up a lot of space. You'll need to delete it manually in Windows except if you have selected the content folder as your rendering target. Then both the .vci and the .mov will appear in your File Manager as local files.