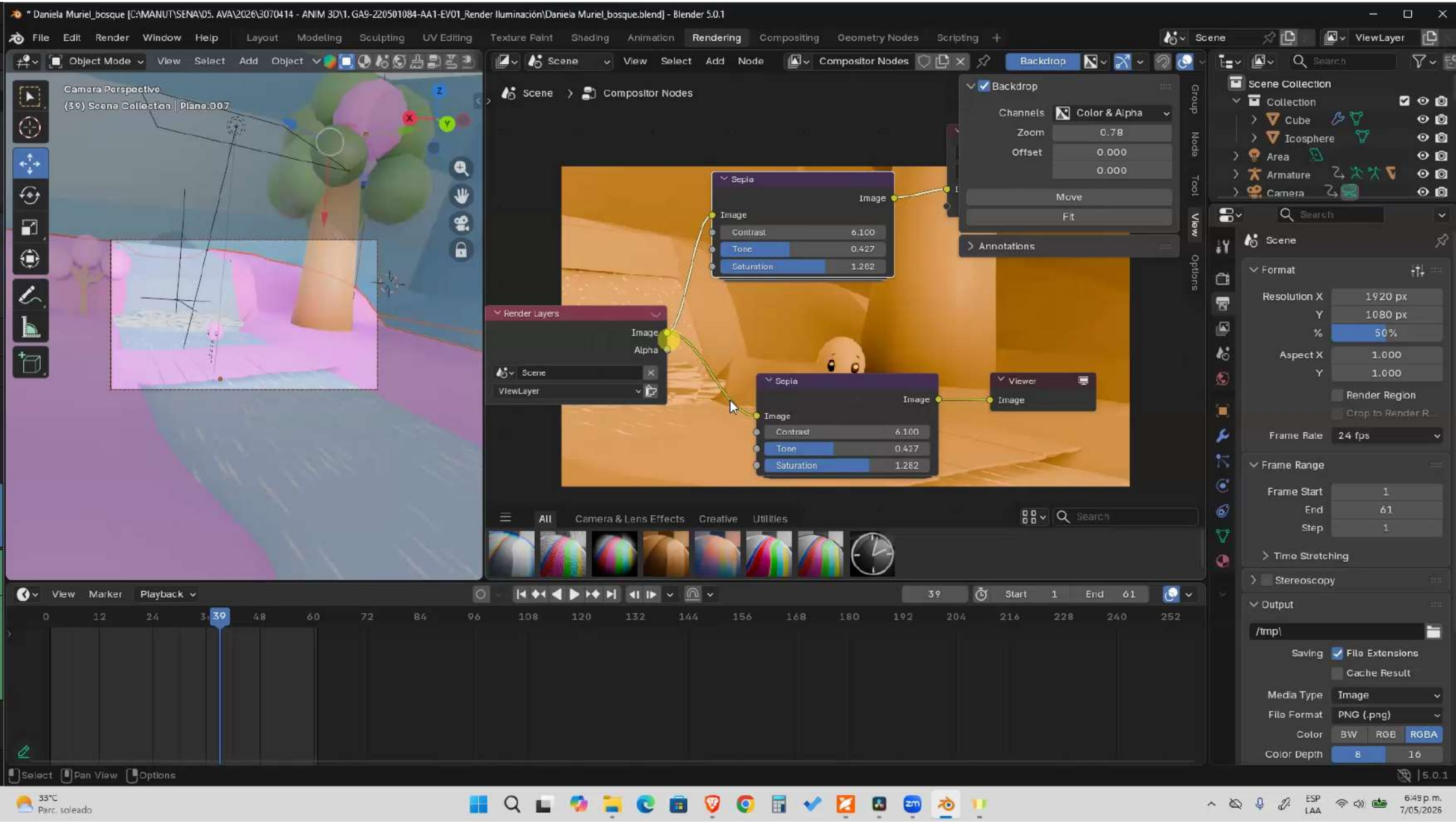

* Daniela Muriel_bosque [C:\MANUT\SENA\05. AVA\2026\3070414 - ANIM 3D\1. GA9-220501084-AA1-EV01_Render Iluminación\Daniela Muriel_bosque.blend] - Blender 5.0.1
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Camera Perspective
(39) Scene Collection | Plane.007
Scene View Select Add Node Compositor Nodes
Backdrop
Scene > Compositor Nodes
Backdrop
Channels Color & Alpha
Zoom 0.78
Offset 0.000
0.000
Move
Fit
Annotations
Sepia
Image
Image
Contrast 6.100
Tone 0.427
Saturation 1.262
Render Layers
Image
Alpha
Scene
ViewLayer
Sepia
Image
Image
Contrast 6.100
Tone 0.427
Saturation 1.282
Viewer
Image
All Camera & Lens Effects Creative Utilities
Search
Scene Collection
Collection
Cube
Icosphere
Area
Armature
Camera
Scene
Format
Resolution X 1920 px
Y 1080 px
% 50%
Aspect X 1.000
Y 1.000
Render Region
Crop to Render R...
Frame Rate 24 fps
Frame Range
Frame Start 1
End 61
Step 1
Time Stretching
Stereoscopy
Output
/tmp\
Saving File Extensions
Cache Result
Media Type Image
File Format PNG (.png)
Color BW RGB RGBA
Color Depth 8 16
View Marker Playback
39
Start 1
End 61
0 12 24 36 39 48 60 72 84 96 108 120 132 144 156 168 180 192 204 216 228 240 252
Select Pan View Options
5.0.1
33°C
Parc. soleado
ESP
LAA
6:49 p. m.
7/05/2026