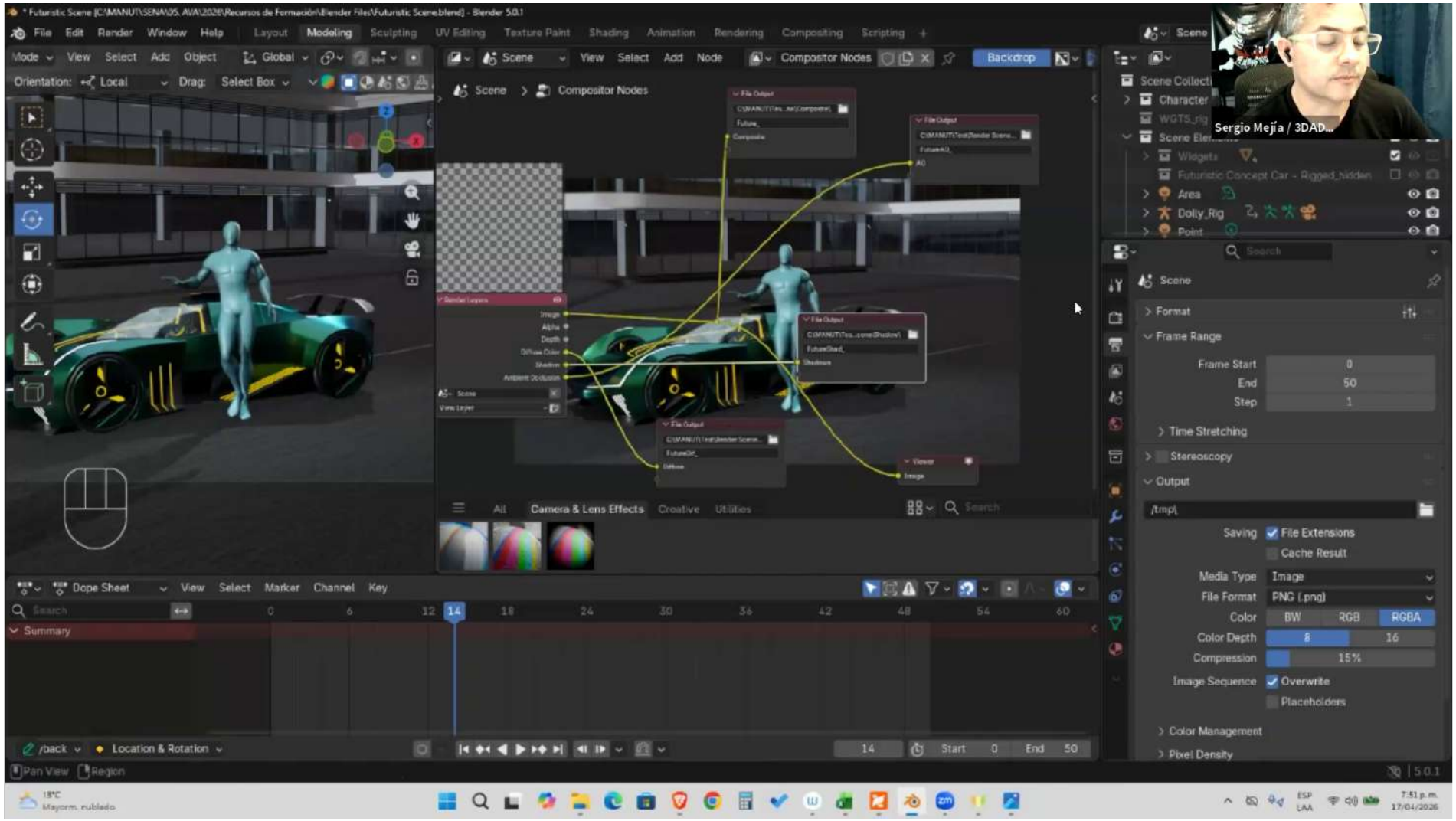

File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Mode View Select Add Object
Orientation: Local Drag: Select Box
Scene View Select Add Node Compositor Nodes Backdrop
Scene Compositor Nodes
All Camera & Lens Effects Creative Utilities
Dope Sheet View Select Marker Channel Key
Summary
Location & Rotation
Start 0 End 50
Pan View Region
Sergio Mejía / 3DAD...
Scene
Format
Frame Range
Frame Start 0
End 50
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
Compression 15%
Image Sequence Overwrite
Placeholders
Color Management
Pixel Density