WP-CAD-00006 August 2010

White Paper

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Rendering an Image for Printing

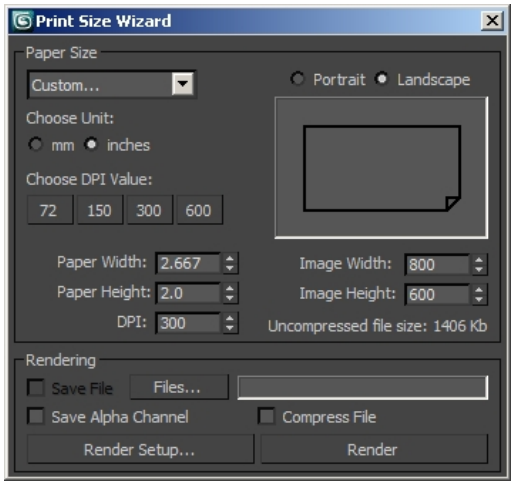
Rendering an image from 3DS MAX that is ready to print.

3DS MAX Users

As you are probably aware, MAX cannot print images direct, instead they need to be rendered as a file and printed from an associated product (such as windows image viewer, or photoshop). However there is a tool inside MAX that will allow you to setup all of the critical information and hold it within the file (such as dpi, paper size etc). This means that it can be printed without the worry of getting the right settings. Inside MAX there is print wizard that will assist in doing this. The White Paper will walk you through achieving this.

1. Open the Max scene file you want to render

2. Go to Rendering > Print Size Assistant



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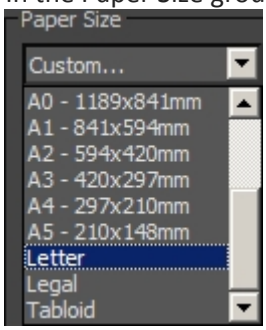
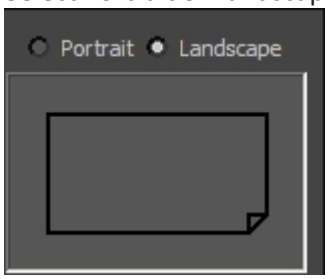
3. In the Paper Size group, Choose your Paper Size

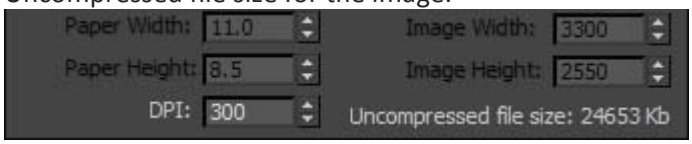


Note: The units will change based on the size selected. You can also manually change the unit to mm or inches.

4. Select Portrait or Landscape



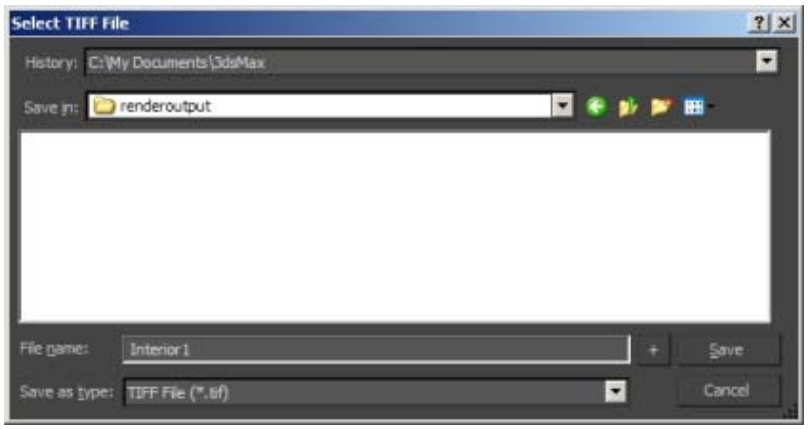
5. Choose DPI Value. You will notice that the Image Width and Image Height are automatically calculated for you based on the settings you have chosen. The Print Size Wizard also displays the estimated Uncompressed file size for the image.



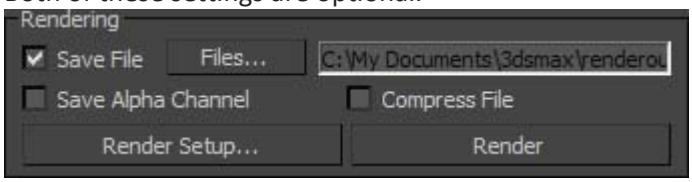
Note: DPI (Dot per inch) is a measure of the number of dots that can be placed in a line within the span of 1 inch. For instance, most inkjet printers are capable of 300-600 DPI. Check your printer to find out the DPI or ask your print shop what DPI they need for printing.

6. In the Rendering group, click on the Files...

7. Navigate to the location to Save in:, type in the File name, and click on Save.



8. Optional: You can check the Save Alpha Channel option to include an eight-bit alpha channel in the rendered TIFF file. You can also check the Compress File option to use compression when saving the file. Both of these settings are optional.



9. Click on Render Setup... This will open the Render Scene dialog and transfer any settings (such as image size) you have made in the Print Size Wizard. Make any changes needed and then click on Render to render the scene and save the file. (If you have already setup the Render Scene dialog and you do not need to make any changes, you can click on Render in the Print Size Wizard instead.)

Once the image has finished rendering, you will have a TIF image that is ready to print on the size of paper at the DPI setting you selected in the Print Size Assistant. You can either open, adjust and print the image using a graphics program (e.g. such as Microsoft Paint, Adobe Photoshop, or Paint.NET.) or you can give the image file to a print shop for printing.