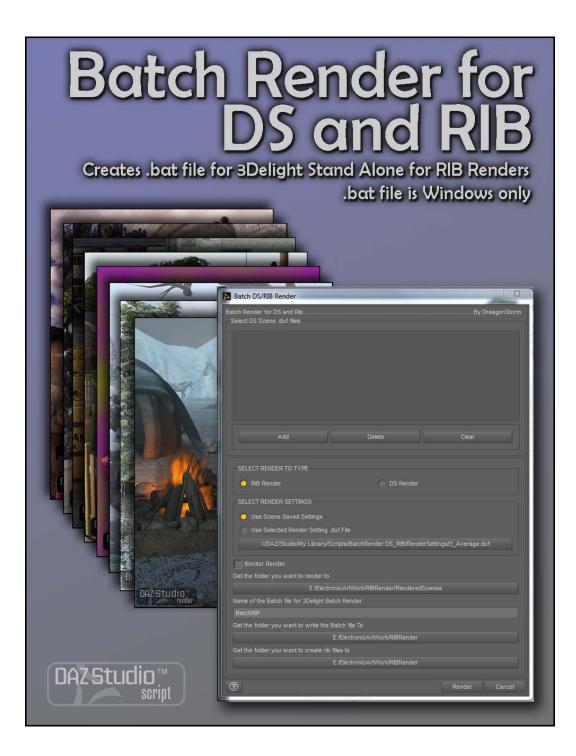
Batch Render for DB and RIB



Batch DS/RIB Render	X
Batch Render for DS and Rib	agonStorm
Select DS Scene .duf files]
Add Delete Clear	1
	<u> </u>
SELECT RENDER TO TYPE	10
O RIB Render OS Render	
SELECT RENDER SETTINGS	
Use Scene Saved Settings	
Use Selected Render Setting .duf File	
L/DAZ/Studio/My Library/Scripts/BatchRender DS_RIB/RenderSettings/3_Average.duf	
Monitor Render	
Get the folder you want to render to	
E:/ElectronicArtWork/RIBRender/RenderedScenes	<u></u> 6
Name of the Batch file for 3Delight Batch Render BatchRIP	10
Get the folder you want to write the Batch file To	
E:/ElectronicArtWork/RIBRender	- 17
Get the folder you want to create rib files to	
E./ElectronicArtWork/RIBRender	
Render	Cancel

Select DS Scene .duf files:

Add Button: Pressing this button will bring up a folder to select a DS scene to load. You will see the .png image file that is created when you save a DS Scene.

Delete Button: Pressing this button will delete the selected file from the list.

Clear Button: Pressing this button will clear the entire list.

SELECT RENDER TO TYPE

RIB Render: This will render your scenes to .rib so that they can be rendered in other programs. When this option is selected the script will also create a .bat file for windows that will run 3Delight renderer. Keep Shadows and Collect and Localize is turned on.

A free version of 3Delight Stand Alone is available by clicking HERE

DS Render: This will render your scenes within DAZ Studio.

SELECT RENDER SETTINGS

Use Scene Saved Settings: This will use the render settings that were saved with you scene (If you had "Record settings when saving a Scene file" selected from Edit->Preferences->Scene

Use Selected Render Setting .duf File: This will load render settings from the selected Render Settings Preset shown in the button below. To change that setting press the button and a folder will open so that you can select a render setting preset. This setting will be used for all the scenes listed.

Monitor Render: If this is checked then a screen will show the process of each render. You will not need to close this screen after each render.

Get the folder you want to render to: This is the location that the rendered files (.png for DS, .tiff for 3Delight) will be saved to. Pressing the button below will bring up a window to select what folder you want to use.

Name of the Batch file for 3Delight Batch Render: When doing an RIB render this is the name of the Batch file that will be created. Default value is BatchRIB, to change this, highlight BatchRIB and type in the name you want.

Get the folder you want to write the Batch file to: This is the location that the batch file will be created in. Pressing the button below will bring up a window to select what folder you want to use.

Get the folder you want to create rib files to: This is the location that a folder will be created for the files created for the RIB render. Note if this is moved or renamed afterwards, this will break the batch file.



Thank you for purchasing Batch Render for DS and RIB

DraagonStorm