**Rendering in Maya and finishing in After Effects**

**MAYA**

**Set render settings**

Window->Rendering Editors->Render settings

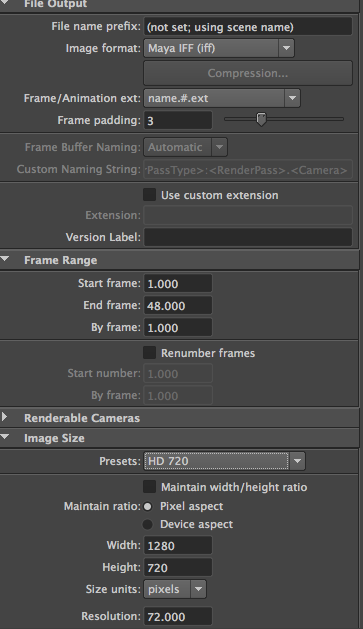
Image Format: IFF

Frame/Animation ext: name.#.ext

Frame Padding: 3 (or however many digits the maximum frame number will have)

Set start and end frame

Image size: HD 720 Preset (1280x720)



**Render**

Go to Rendering Menu Set

Render->Batch Render

Progress is in the script window

Frames are saved to the maya project folder:

Documents/maya/projects/default/images/frame001.iff etc

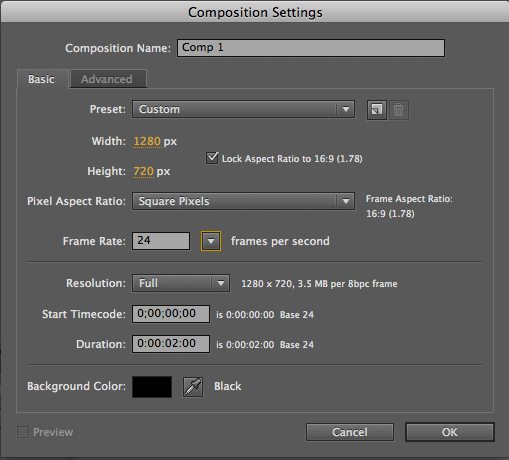
**AFTER EFFECTS**

**Create a new composition**

Size: 1280x720

Frame rate: 24

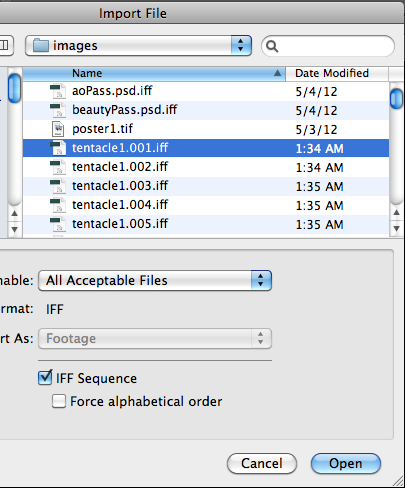
Set the duration



**Import footage**

File->Import->File

Select the first image in the IFF sequence, and it will import the whole sequence as a clip.



**Set framerate**

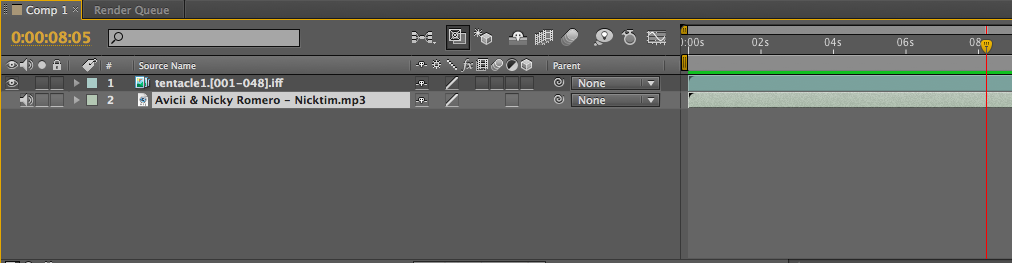
Select the clip the project window

File->Interpret Footage->Main

Set framerate to 24

Can also set looping here

**Put clip in timeline**

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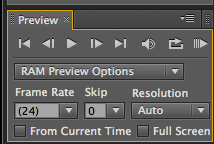
**Add audio**

If Aftereffects doesn’t like an MP3, convert it to WAV in Audacity or Audition first. Also probably best to edit the clip to get the excerpt you want before importing.

**Previewing**

Composition->Preview->RAM Preview

Or, in the Preview window: the regular play button just plays the video. The play button on the right is the RAM preview button and plays the audio too.

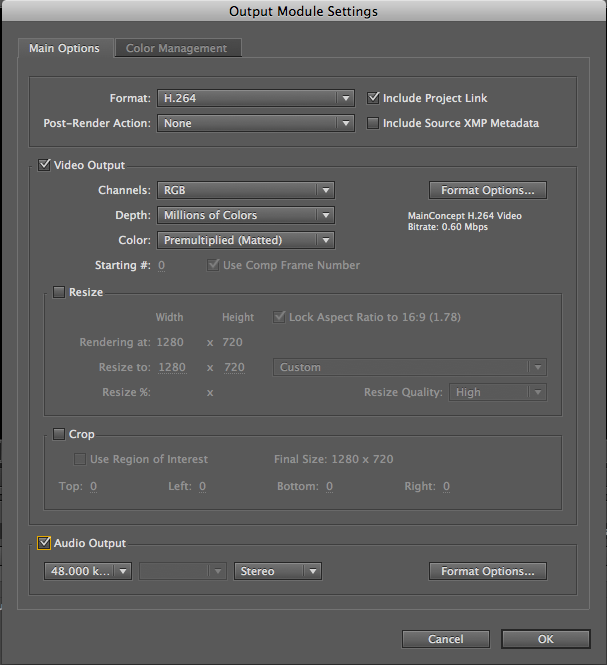


**Render**

Composition->Add to Render Queue

Change **Output Module** from Lossless to **H264.**

Click H264 and check the box for **Audio Output**

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Change **Output to…** to the file you want to render to (e.g. Tentacles.mp4)

Click Render

To render again, select the item in the Render Queue, R-Click, Duplicate.