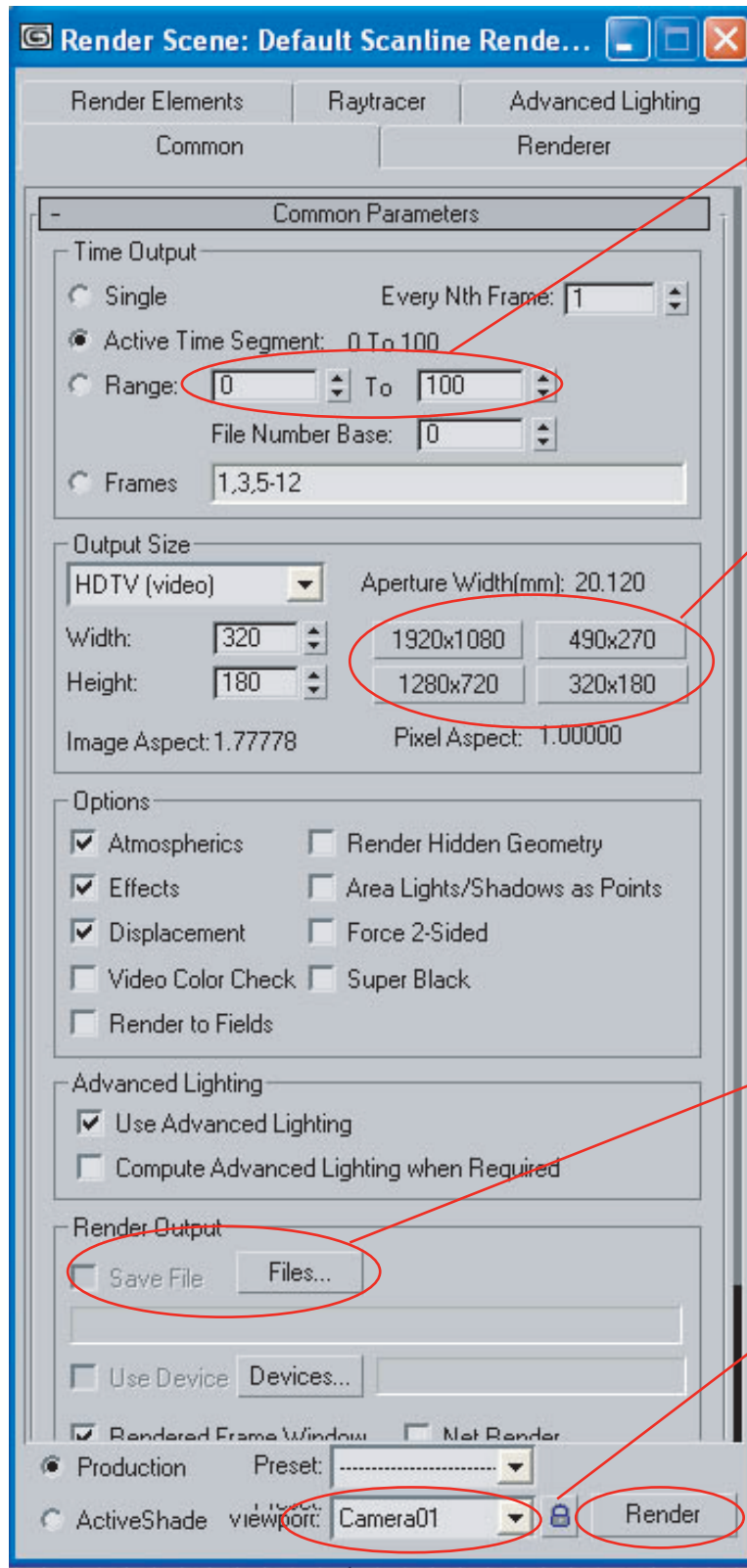# How to Save an Animation

1. On the menu bar select 'Rendering" and choose "Render".

2. Set "Time Output" to the number of frames you want to render.

3. Set the "Output Size" to HDTV and choose from one of the size presets.

   Note: For this class 320x180 is fine.

4. Click "Files" in "Render Output".

5. Follow the typical file saving procedures. Use "QuickTime" as the file type.

6. Set the drop down to "Camera".

7. Click 'Render".

* Once complete you can open the rendered file with "Windows Media Player".