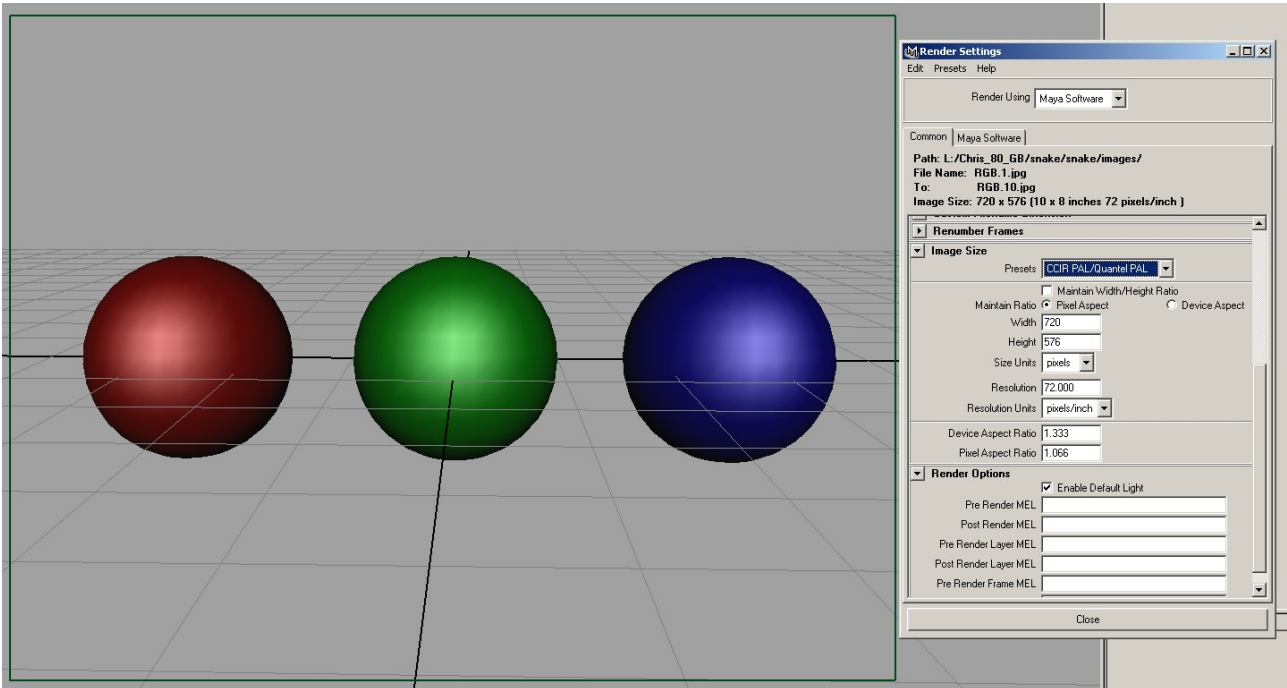


Rendering Full Height Anamorphic 16 : 9

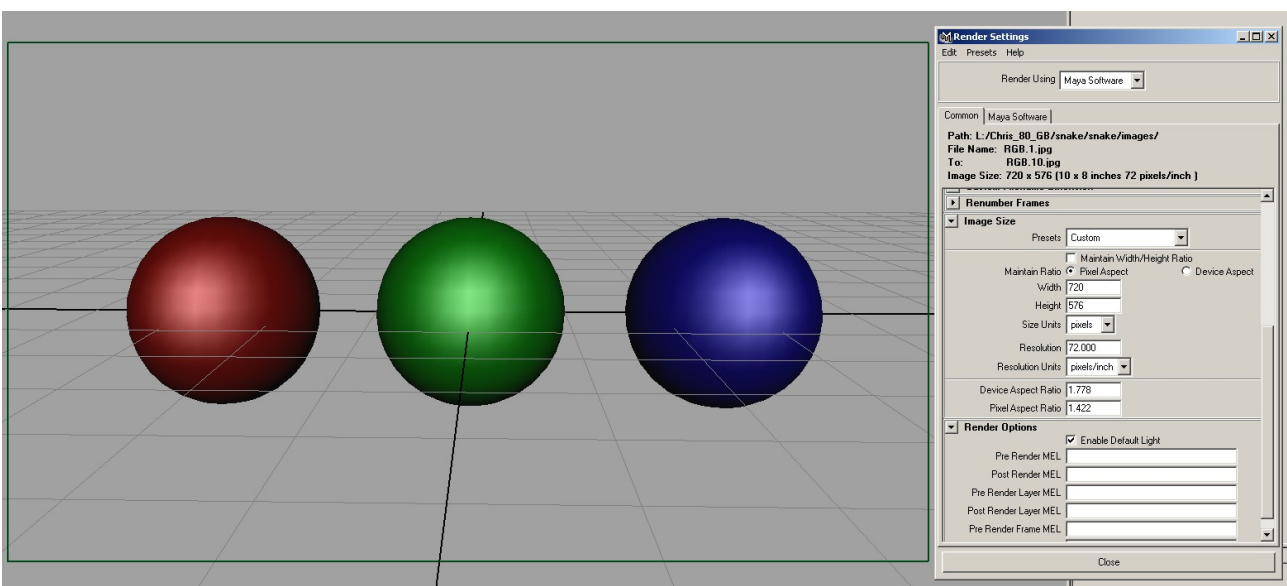
To render 16 by 9

Open the Render Settings and select The Quantel PAL settings as in the illustration below.



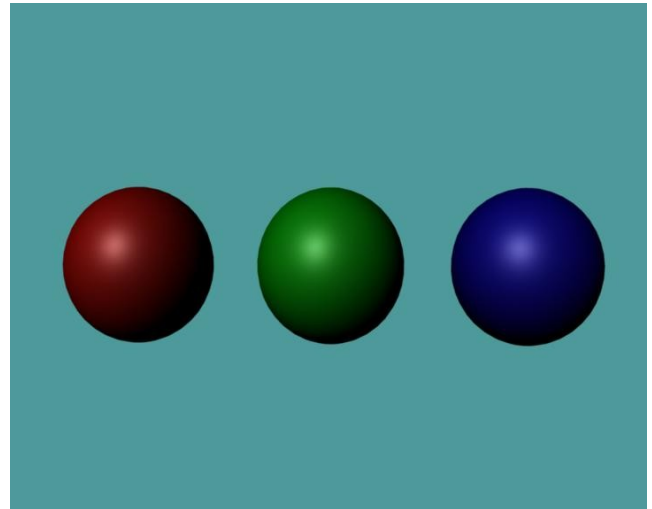
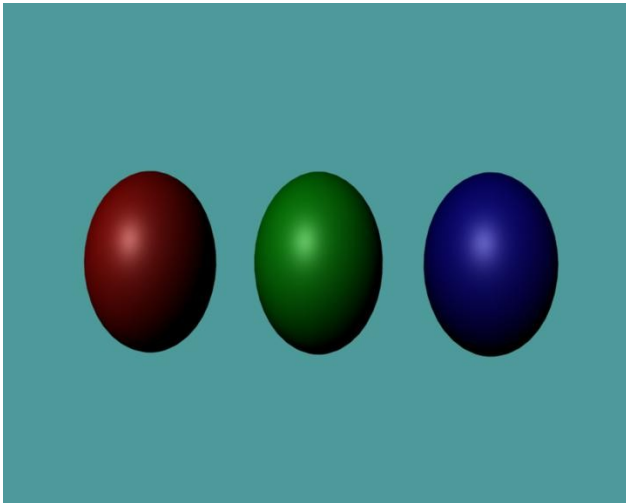
It is easier to visualise the result in the Maya UI if you switch on the cameras Resolution gate. Top left of camera Viewport – view – Camera Settings – Resolution Gate.

In the render Settings UI set the Device Aspect Ratio to 1.778 so that the Pixel Aspect Ratio becomes 1.422 as in the illustration below.



Notice that the resolution Gate has become wider. Be aware of your safe areas for action and Text – View – Camera Settings – Safe Action & Safe title.

Render the current frame to see how your 16 : 9 FHA render will look. You should see a vertically stretched / laterally squashed image like the one on the left below. The one on the right is the original PAL image for comparison



You can use Sequencemaster to View your 16 : 9 renders and other anamorphic film formats with the correct aspect ratio in the ProPlayer without resizing them.

Any questions or suggestions please email csh@sequencemaster.com

If you have any tutorials and would like to share them please submit them to csh@sequencemaster.com.

Please include your name, organisation, email address and URL link.

You will receive a complimentary copy of Sequencemaster when your work is added to the site.