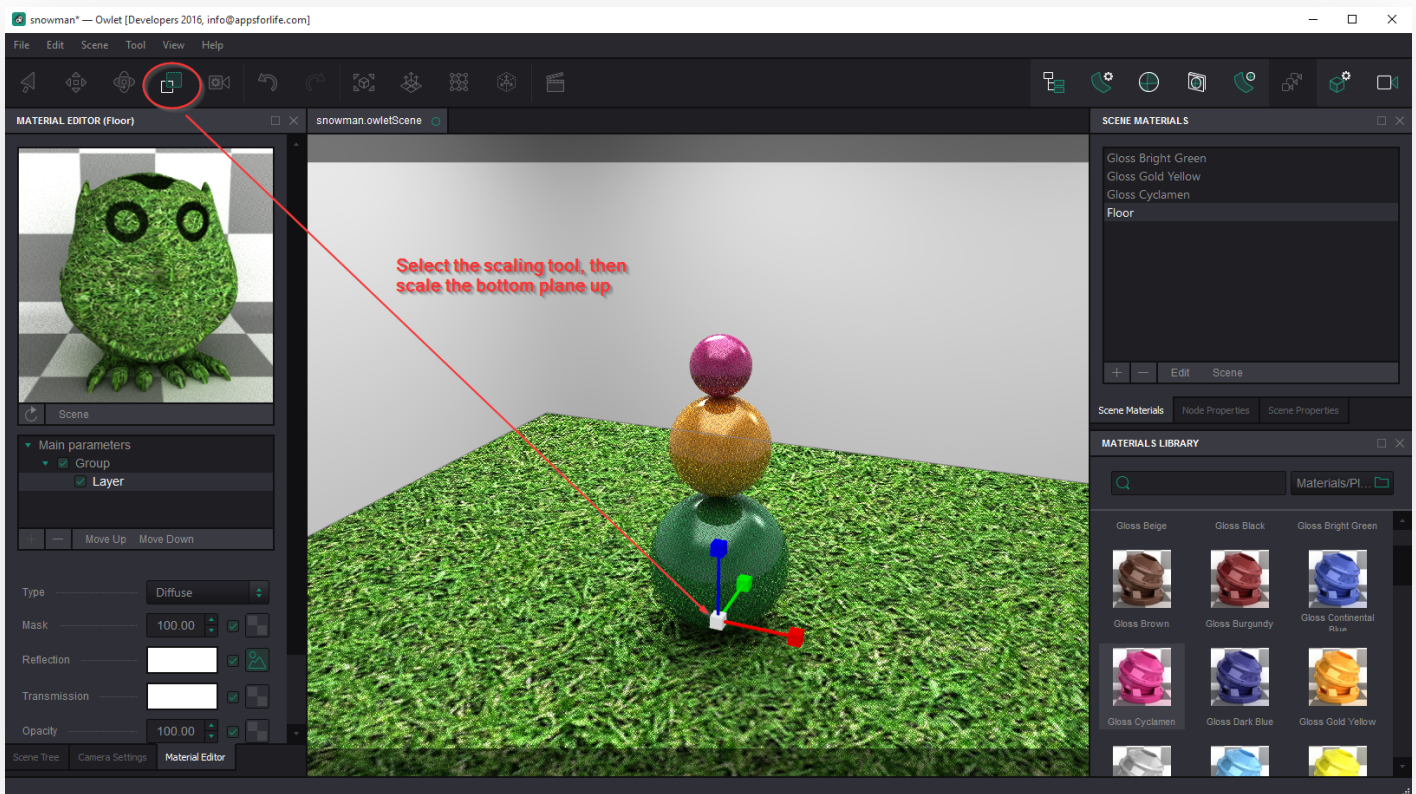


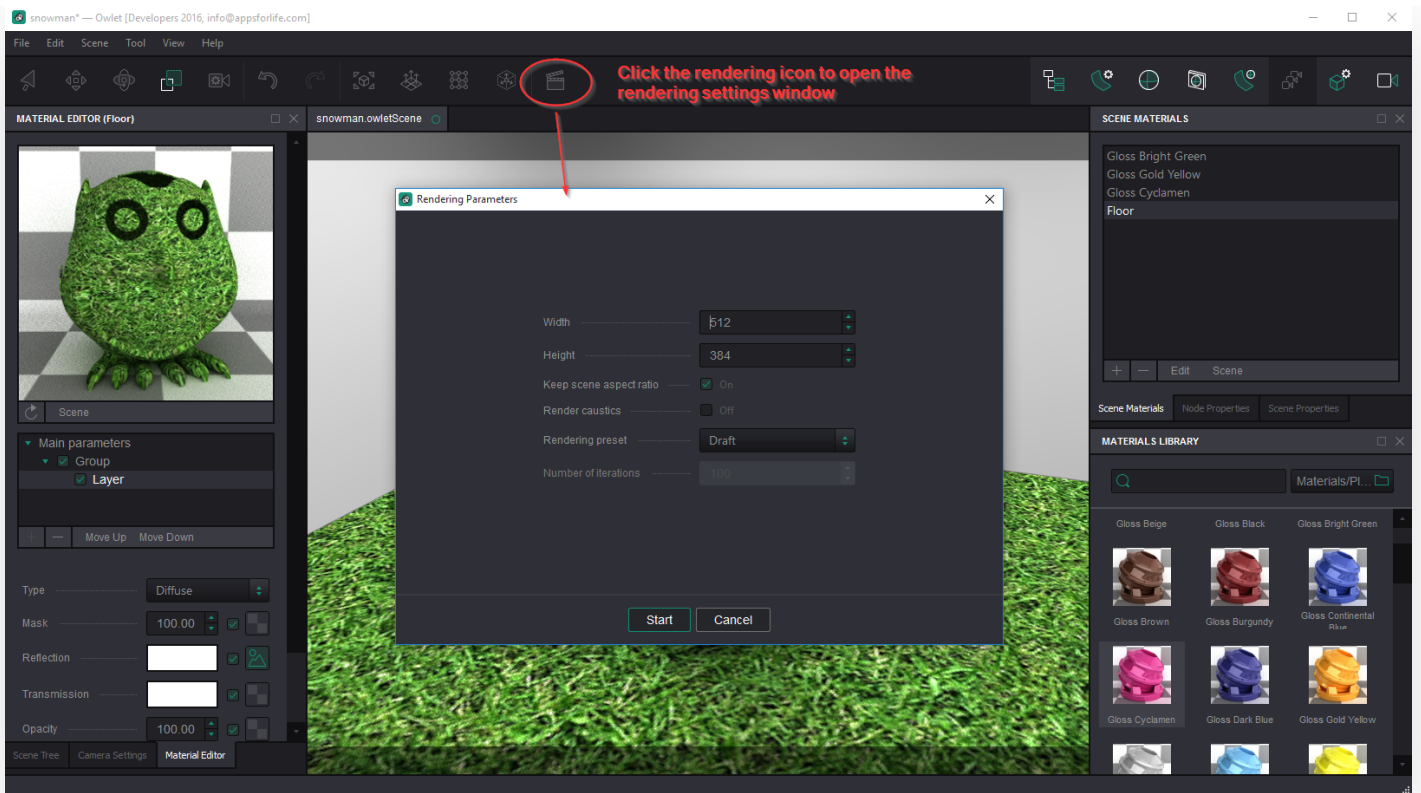
Rendering The Scene

That's why we use the software after all, right? Owlet does a good job to render scenes in preview, but when the scene is finally ready you need to do a production quality rendering to get a perfect image. Here's how.

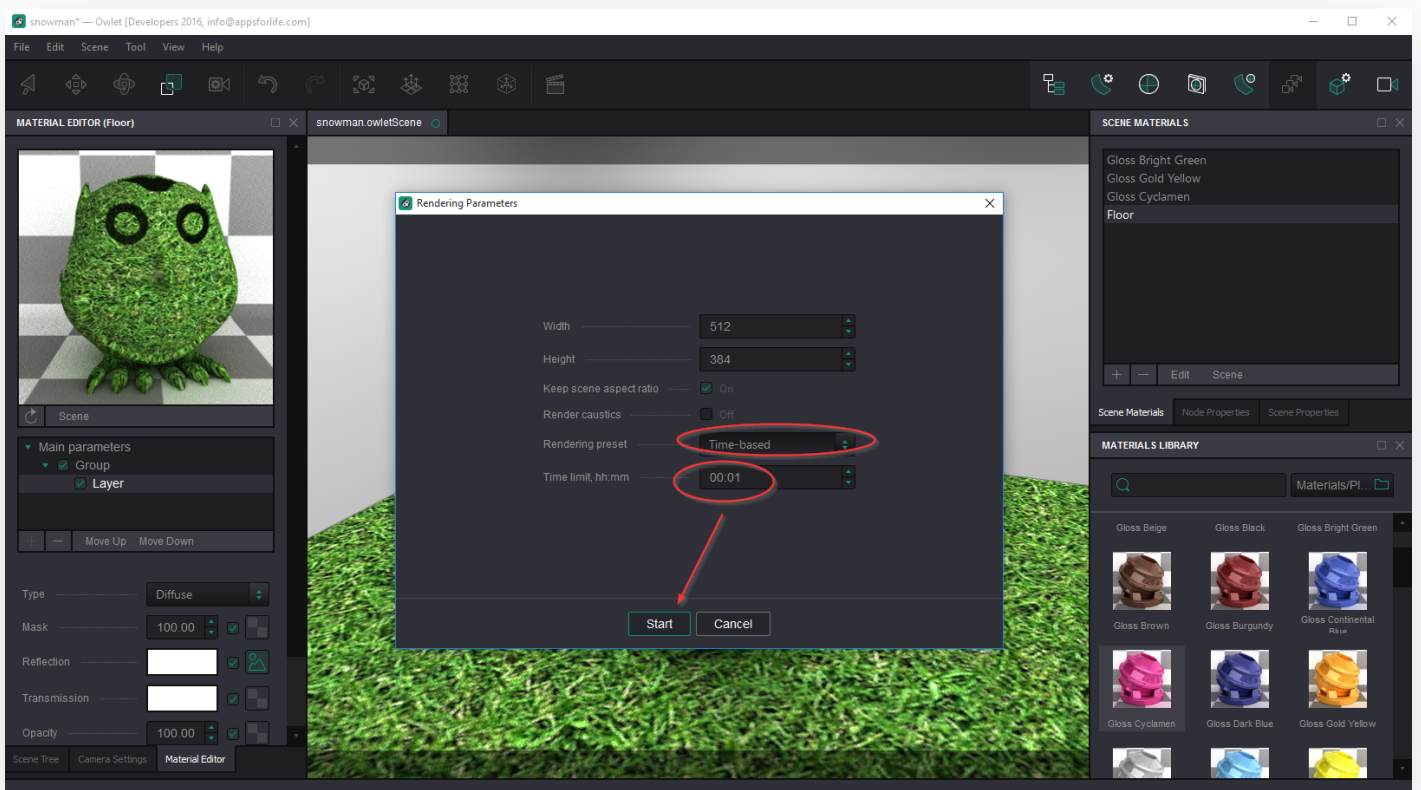
We'll keep using our **snowman scene**, just make the bottom plane a little bigger by **scaling it up**. Here's what I have:



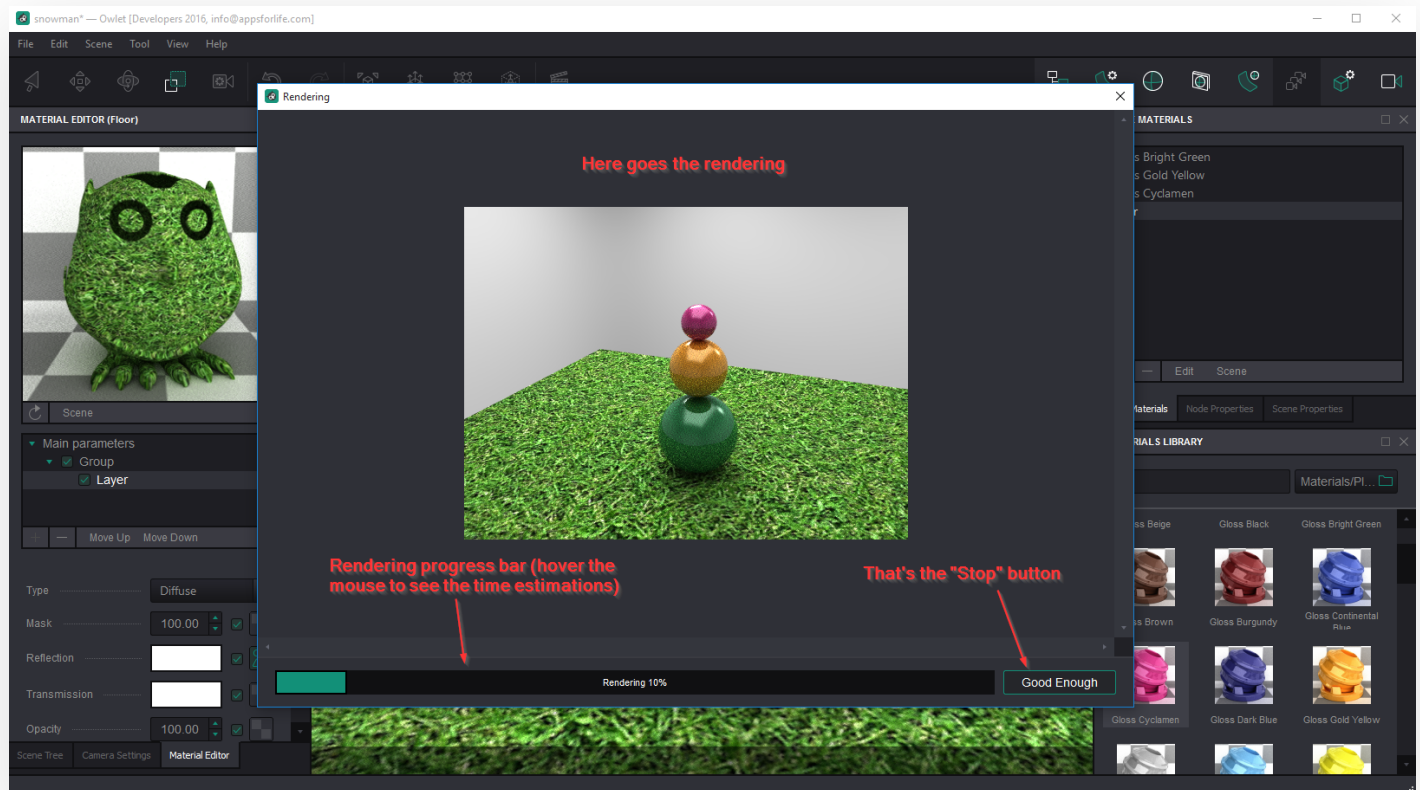
Looks good, let's render it. To do so click the rendering icon at the toolbar:



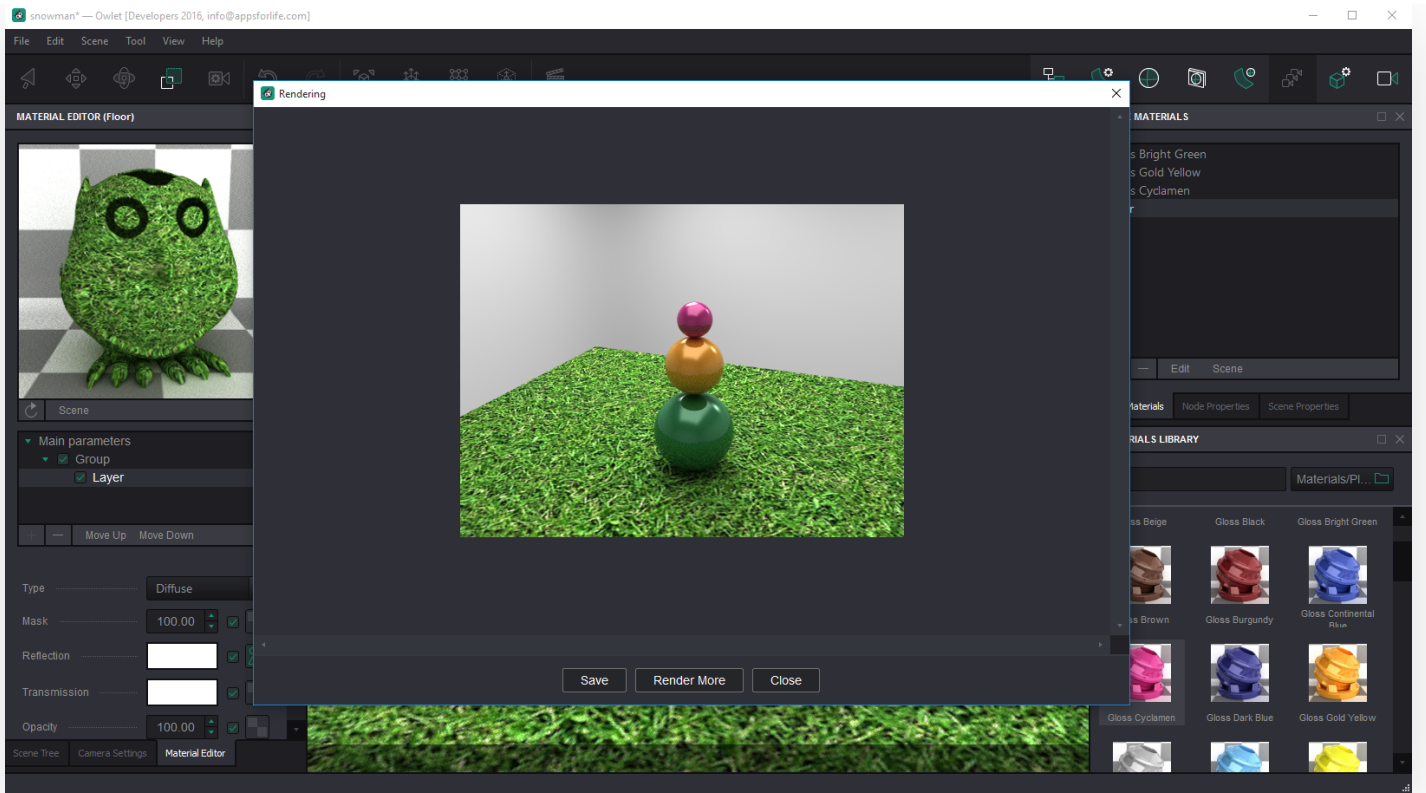
The rendering settings window pops up and you need to decide about the resolution you want to render to and the rendering quality. As Owlet is an unbiased renderer, the more passes it makes, the better will be the image. By default it offers you to do the draft rendering. Instead, switch to the “Time-based” mode and enter “00:01” which means to render the scene for one minute:



Then click the **Start** button to start rendering. The rendering window displays the current version of the rendered image, updating it each few seconds. It also displays a rendering progress bar and the “Stop” button that you can press if you think that the image is already good enough, or if you want to make changes.



When the rendering is done, Owlet displays the result and offers to save it or do an extra rendering cycle if something is still noisy:



For simple scenes without complex reflections, glass materials and lights it is usually enough to render for 3-5 minutes. Higher resolution may take more time to render a nice image.

That's All Folks

Well, that is all. You've learned how to make a scene from scratch, assign some materials and textures and render a nice image. That's what Owlet is made for. Now give it a try yourself with your own 3D models and share your results with us!

Or have a look at the [other tutorials](#), if you like.