

From your scene to the screen.

Illustrated user manual

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Final delivery · Client previews · PNG, JPEG and MP4

Application screenshots and Blender preparation examples. Instructions describe the current simplified interface of Blender Anamorphic Tools 3.1. Control screenshots and their on-screen labels remain in Spanish; some retain the former Render Mudo name. The app supports English and Spanish.

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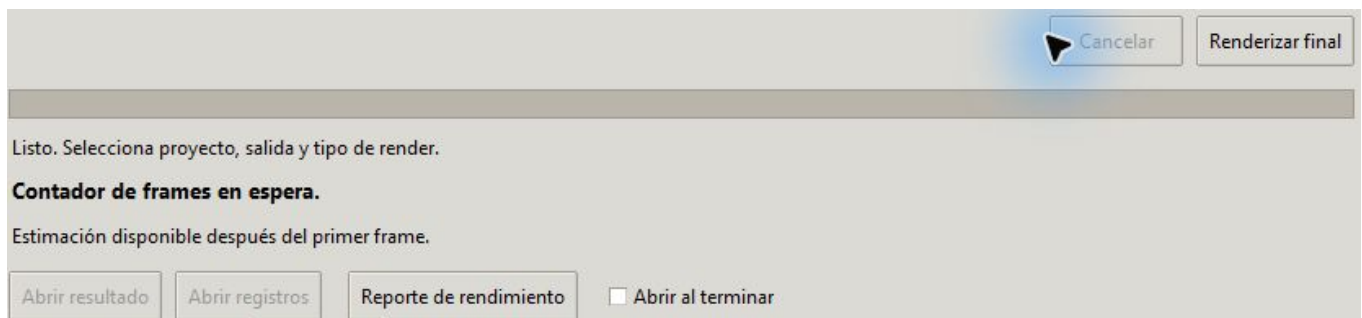
Your first render

Run a short test before producing the full animation.

Blender Anamorphic Tools turns a Blender scene into unfolded content for a physical screen or into a preview for client review. It uses Cycles and works on an in-memory copy: it does not save changes to your original project.

What you need to deliver	Choose
Content to play on the physical screen	Render final para pantalla (final screen render)
A preview of the unfolded content	Muestra para cliente > Pantalla plana (flat screen)
The screen as it appears within the scene	Muestra para cliente > Pantalla curva (curved screen)

1. Select the Blender executable and your **.blend** project. Wait for the object list to finish loading.
2. Select **Pantalla** and choose the correct screen mesh. To use another camera, select **Cámara** and choose it. Both selections are retained.
3. Choose an output folder and base filename. To test one image, enter the same number in **Frame inicial** and **Frame final**.
4. Choose the render tab, set dimensions or quality and samples, and select **PNG** under Preparación y entrega.
5. Click **Renderizar final** or **Crear muestra**. Check the image and its dimensions before extending the frame range.



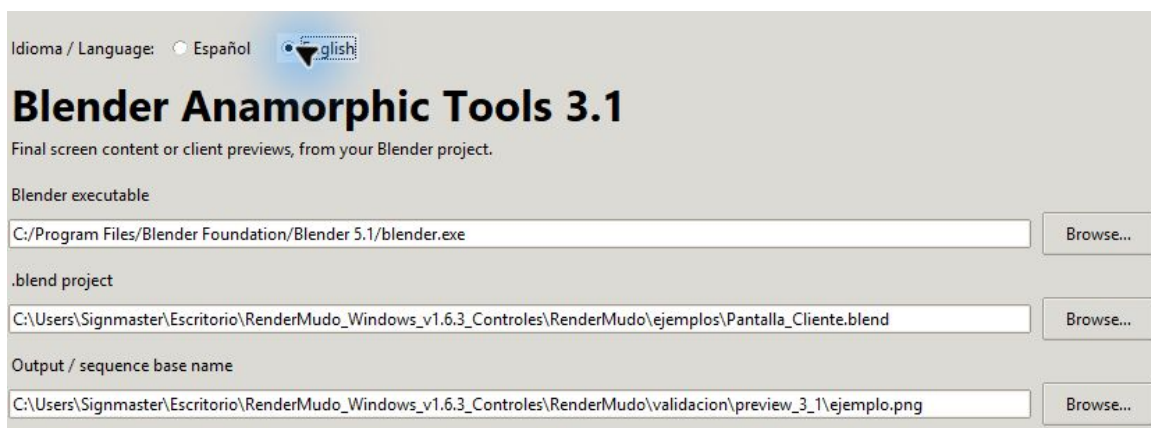
The bottom controls start or cancel processing and open the result or logs.

Choose **English** under **Idioma / Language**. In 3.1.9, click the **lowercase i** beside a setting for a small help bubble that fits its text. Dismiss it with Escape, another click on i, an outside click or scrolling. Screenshots retain the previous appearance and some Spanish labels. Values are examples. Disabled controls do not affect the job.

Installation and files

The Windows edition includes the application runtime; install Blender separately.

1. Open **Blender_Anamorphic_Tools_3.1.9/INSTALADOR** and run **BlenderAnamorphicTools_3.1.9_Setup.exe**. Choose English or Spanish in the wizard.
2. Follow the wizard: destination folder, optional desktop shortcut and installation. The default per-user location is **%LOCALAPPDATA%/Programs/BlenderAnamorphicTools**. Open the app from Start or the final wizard page.
3. To use the portable edition, extract the entire **PORTABLE** ZIP and run **PORTABLE/BlenderAnamorphicTools.exe**. Keep **_internal**, **manual** and **portable.json** together. Settings are stored in **PORTABLE/datos**; use a writable folder.
4. Neither edition requires a separate Python installation. Use **Ejecutable de Blender > Elegir...** if automatic detection did not find the desired Blender executable.



Top of the application: executable, project and output. These paths belong to an example provided by the author.

The application has been tested with **Blender 4.3.2 and 5.1.1 on Windows**. Use a version that can open your project. Save your changes in Blender and make sure textures and required assets are available.

Updating or uninstalling

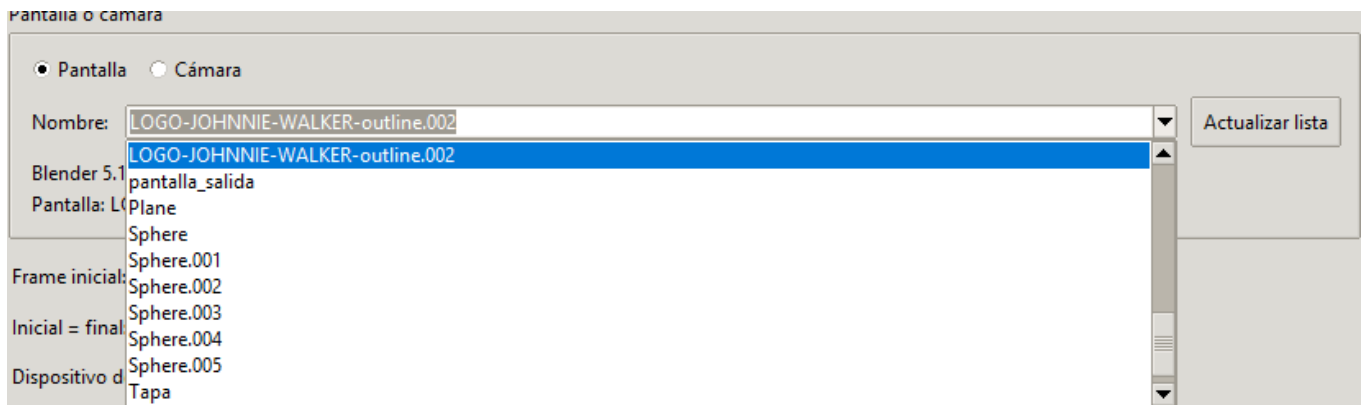
To update the installed edition, close the app and run the new **Setup.exe** using the same destination. Setup does not interrupt active renders. Uninstall from **Windows Settings > Apps**; projects, outputs and preferences are preserved. Updates are not downloaded automatically.

On first launch, the installed edition reads legacy Render Mudo preferences if no Blender Anamorphic Tools preferences exist yet. It does not uninstall the old version automatically. To update Portable, extract the new edition and copy your **datos** folder with the application closed.

The PDF and HTML manuals are in the **manual** folder alongside the executable. The HTML embeds its images and can be read without an Internet connection.

Choose a screen and camera

One editable selector, filtered by object type.



Pantalla lists project meshes. Choose the output surface, not an arbitrary scene object.

1. Select your **.blend**. Reading starts automatically; wait for the Blender, scene, resolution and resource summary.
2. Select **Pantalla**. Open **Nombre** and choose the mesh or type its exact name, such as **pantalla_salida**. Listed meshes are not necessarily screens.
3. Select **Cámara** to choose a camera or type its name. You can return to Pantalla afterward: each type retains its selection.
4. Check the summary below the selector. If no camera is selected, the project camera is used. Changing this filter does not switch between final, flat or curved rendering.
5. After editing and saving the .blend, click **Actualizar lista** to the right of the selector. Lists are sorted alphabetically.

If the project has multiple scenes, entries identify their scene. Choosing an entry changes the scene reference; check the screen and camera again so both belong to that scene.

Since 3.1.2, the mouse wheel scrolls the page without changing selectors or numeric fields. To change values, type, use arrow controls or explicitly select an option.

A **recursos ausentes** warning means assets are missing. Resolve this in Blender before producing the delivery. Some screenshots show such a project. A loaded object list does not replace render-time validation.

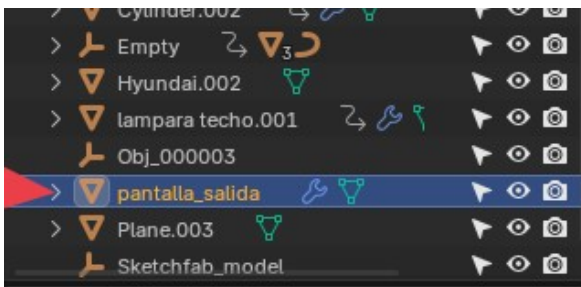
Prepare the screen object

The mesh represents the physical surface that will display the content.



In Blender, the orange outline identifies the selected screen surface.

Model the surface to match the installation: flat, curved or with a corner. Give it a unique, recognizable name. **pantalla_salida** is an example; you can use another name and select it in Blender Anamorphic Tools.



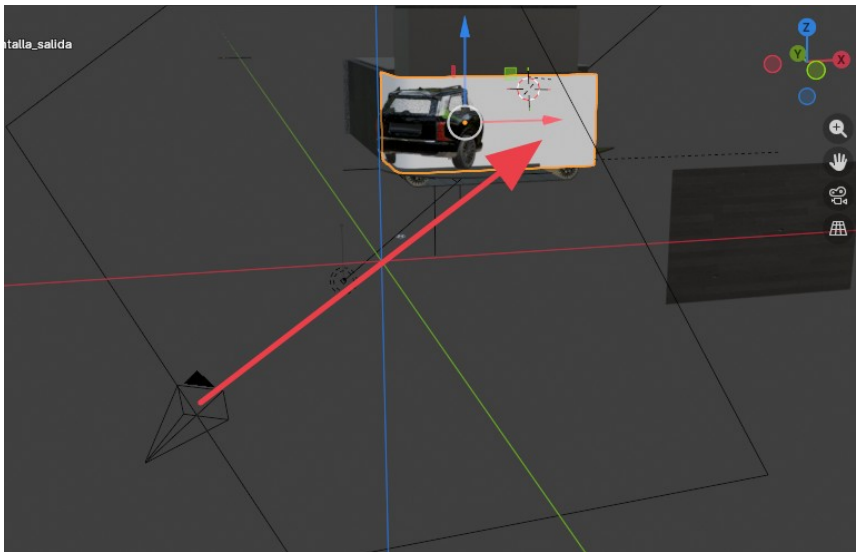
Check the object name in Blender's Outliner, then select that mesh in the application.

Final output and flat previews capture the scene from the camera/projector and unfold the content onto this surface. They do not simply isolate the vehicle or another scene object.

You do not need to move the screen to select it. Its position, shape and relationship to the viewing point must already be prepared in the .blend. The Outliner image is a reference for identifying the object.

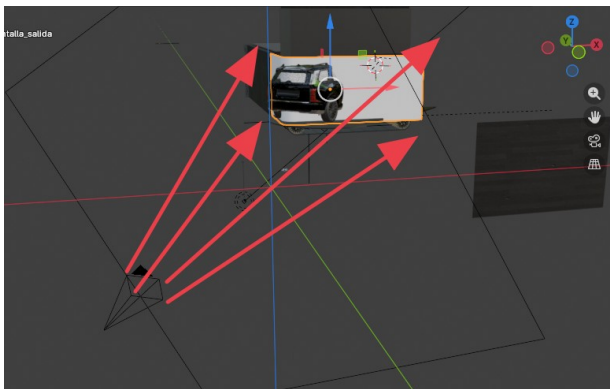
Viewpoint and projection

The camera defines the viewpoint used to build or review the image.



Working view: the relationship between the camera and the example screen.

Final and flat previews require a **perspective camera**. If the screen has a **UV Project** modifier with a camera projector, it is detected for capture. Otherwise, the scene camera is used, including a camera selected in the application.



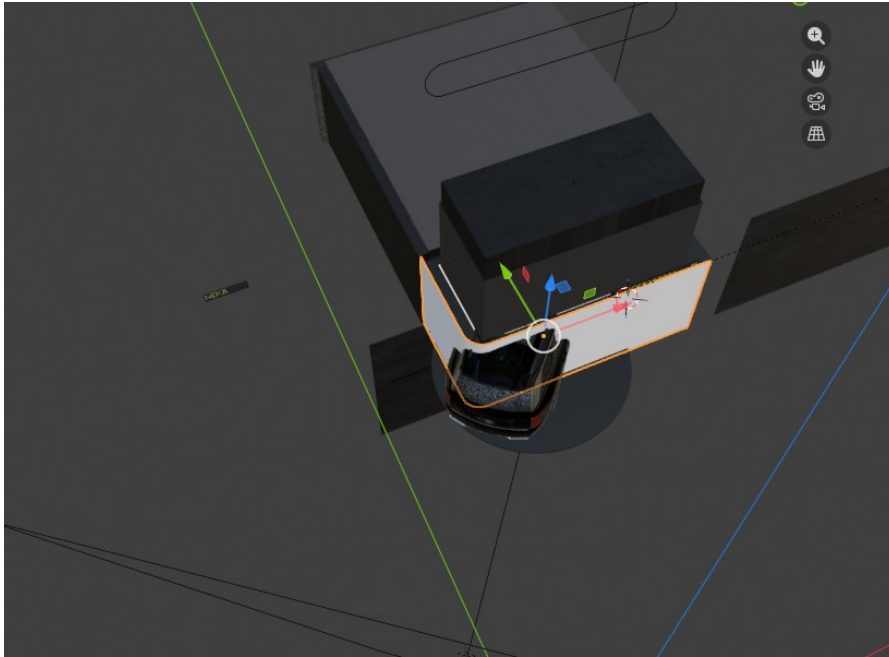
The author's arrows illustrate projection toward the surface; they are not Blender Anamorphic Tools controls.

Keep the projector reference unambiguous. Multiple different cameras in UV Project can prevent unfolding. A **curved preview** uses the selected scene camera while preserving the original perspective and geometry.

The anamorphic effect depends on the viewing point and the surface prepared in Blender. Changing output dimensions alone does not correct an incorrectly positioned camera.

Geometry and unfolding

The output map connects the physical screen to the rectangular pixel canvas.



Top view of the curved screen: its surface spans more than one physical plane.

For special geometry, prepare a UV map named **UV_LED**. It must cover the complete 0-to-1 rectangle without gaps or overlaps. Its orientation and layout must match the physical installation and screen processor.

Case	Preparation
Rectangular plane with one face and four vertices	Automatic geometric unfolding can be used.
Vertically extruded screen without thickness	Automatic unfolding can be used when the base is an open, continuous line and the extrusion is regular.
Other geometry or a custom layout	Prepare a calibrated UV_LED in Blender.

Blender Anamorphic Tools validates the unfolded map and may stop if it does not cover the area correctly. Final pixel dimensions define the delivered image; physical shape and UV layout remain defined in the .blend.

Before rendering the full animation, test a frame and check left/right, top/bottom and seams. Final/flat output disables the compositor and sequencer during its capture and baking process.

Final screen render

Unfolded output with configurable width and height.

Entrega LED · tamaño de pantalla configurable

Define la resolución real de tu pantalla en píxeles. Se entrega el contenido desplegado del objeto seleccionado, sin corte por tiempo.

Ancho de salida (px): Alto (px):

Salida final: 3600 × 1152 px · 4.15 MP · proporción 3.125:1.

La salida usa exactamente estas medidas; la forma física y el UV_LED se preparan en el .blend. Más píxeles aumentan memoria y horneado. Máximo: 32768 px por lado y 134,2 MP por imagen.

Calidad fuente (75–100%):

Samples máximos: Puedes escribir un entero de 1 a 4096.

100% usa la resolución fuente completa del proyecto; 75% reduce la fuente. El PNG final conserva el ancho y alto elegidos arriba.

Current final output controls. 3600 × 1152 is the author's example; enter the dimensions of your own screen.

1. Open **1 · Render final para pantalla**. Enter the output **width and height** required by the screen controller.
2. Choose **Calidad fuente (75-100%)**. 100% uses the full source resolution; 75% reduces the source capture and may lose detail.
3. Set **Samples máximos**, from 1 to 4096. Recheck this value after applying a quality preset.
4. Choose the delivery format and click **Renderizar final**.

Control	What it changes
Ancho de salida / Alto	The exact dimensions of the unfolded image. Maximum: 32768 px per side and 134.2 MP per image.
Calidad fuente	The capture used to build the output. It does not change the selected final width and height.
Samples máximos	The Cycles sampling ceiling; adaptive sampling can finish converged areas earlier.

Final output does not use the preview time target. Advanced settings allow you to define **Captura** width and height; both at 0 preserve the project source resolution. A large output cannot recover detail missing from a small capture.

Previews: flat or curved

Choose what the client needs to approve.

1 · Render final para pantalla

2 · Muestra para cliente

Ejemplos para revisar con el cliente

☐

Pantalla plana · solo el contenido desplegado del objeto de pantalla

☒

Pantalla curva · vista de cámara, conservando la forma original

☒

Renderizar solo el área alrededor de la pantalla seleccionada

Margen por lado antes de escala (px):

Curva: el margen rodea el objeto de pantalla. El recorte mantiene perspectiva y curvatura; en secuencias abarca todos los frames. Desmarca la opción para obtener el cuadro completo.

Preview type and cropping. Disable cropping when you need the entire camera frame.

Option	Result
Pantalla plana	Screen object content unfolded into a rectangle, for reviewing what will be delivered to the screen.
Pantalla curva, cropping off	The complete camera frame, preserving shape, materials and perspective.
Pantalla curva, cropping on	The camera region around the selected object, without changing its shape.

Cropping and margin

Enable **Renderizar solo el área alrededor de la pantalla seleccionada** to reduce the camera area. The **Margen por lado** surrounds the screen and is calculated before output scaling. In animation, the crop covers its position throughout the requested frame range.

A cropped curved preview preserves the saved compositor and disables the sequencer. Without cropping, it preserves the project compositor and sequencer. A flat preview uses the final output capture and unfolding process.



Author-provided example: an unfolded screen image, different from Blender's working view.

Quality, dimensions and scale

These percentages act at different stages.

Tamaño base: resolución X/Y guardada en el .blend, escalada por el porcentaje. En curva con recorte, el PNG contiene únicamente la región seleccionada.

Calidad (5–75%):

Escala de salida (1–100%):

Detectar medidas

Pulsa Detectar medidas para conocer el tamaño actual.

100% conserva la medida actual; 50% reduce ancho y alto a la mitad. Incluye el margen de curva y conserva proporciones. Calidad y samples controlan el render fuente.

Source quality, output scale and Detectar medidas in the preview tab.

Control	Effect
Calidad: 5-75%	Scales the X/Y resolution saved in the .blend during source rendering. Reducing it can substantially shorten sampling time.
Escala de salida: 1-100%	Reduces the already generated image while preserving proportions. It creates smaller delivery files; it does not avoid the source render cost.
Detectar medidas	Calculates current dimensions and the reduced output based on the selected mode, crop, margin and percentages.

Practical example

If current dimensions are **1950 × 452 px**, a **50%** output scale produces **975 × 226 px**. Halving each side gives one quarter of the pixels. This example starts from the current dimensions after quality and cropping have been applied.

1. Choose flat or curved and set quality. For curved output, choose cropping and margin.
2. Click **Detectar medidas**. Review the displayed dimensions and adjust output scale.
3. Render one frame to check text, logo and detail readability.

With automatic time targeting, quality may vary by frame. The previewed size is a maximum, not a guarantee of constant dimensions. MP4 uses a fixed canvas for previews with varying frame sizes.

Render to a time target

Available for flat and curved previews.

Samples máximos: Puedes escribir un entero de 1 a 4096.

☐ Renderizar por objetivo de tiempo · ajustar calidad y samples automáticamente

Objetivo por frame (segundos):

Calidad y samples fijos. Se completa el render sin un corte por tiempo.

Por tiempo: dos pruebas de calibración aparte y reajuste entre frames. Todos los samples elegidos por el ajuste se completan; si la escena tarda más, se informa y se ajusta el siguiente frame.

Enable the time target and enter the desired seconds per frame.

1. Set **Calidad** and **Samples máximos**: in this mode they act as upper limits.
2. Enable **Renderizar por objetivo de tiempo** and enter a target of at least **1 second** per frame.
3. Start the preview. The application runs **two calibration tests**, estimates cost and chooses quality and samples before rendering the frame.
4. The frame completes every selected sample. The application then measures elapsed time and adjusts the next frame.

A margin is reserved to finish sampling and save the output. Automatic mode skips adaptive sampling and does not interrupt Cycles when the target time expires. This avoids delivering a frame before its selected sampling is complete.

This is a target, not a strict deadline. Initial loading, calibration, scene changes, baking and saving add time. Even minimum quality may exceed the target; this is reported and subsequent frames are adjusted.

When to use it

Use it to review movement or proposals with an approximate time budget. For consistent detail and dimensions, test fixed quality and samples first. In animation, inspect consecutive frames for variations in noise or sharpness.

Evaluate render time per frame

Three actual renders before processing the full range. New in revision 3.1.1.

1. Select the project, screen and camera, the final or preview tab, and the settings you want to compare.
2. Set **Start frame** and **End frame**. Select at least **5 frames**, including both endpoints.
3. Click **Evaluate render time per frame** (Spanish: **Evaluar tiempo por frame**) next to the render controls. The app renders the start, middle and end of your selected range.
4. Wait for all three samples. The result shows the **average per frame**, minimum, maximum and evaluated frame numbers. Change settings and evaluate again to compare.

Selected range	Evaluated frames
1 to 50, even if the file has 200 frames	1, 25 and 50. Evaluation uses your selection, not the full animation.
10 to 14: the minimum of 5 frames	10, 12 and 14.
1 to 1, 1 to 2 or 1 to 4	At least 5 frames are required. Normal rendering still supports one or two frames.

Understanding the result

The average includes capture, unfolding when applicable, and image preparation/saving. It excludes initial loading, previous preparation, calibration and final JPEG or MP4 conversion. Evaluation keeps the selected concurrency: 2 or 3 processes may compete for the same resources.

This is an **estimate**, not a guaranteed duration. Three frames may miss the most complex part of an animation. Do not automatically divide the average by 2 or 3 to predict total time. With a time target enabled, evaluation measures that automatic mode and its adjustments.

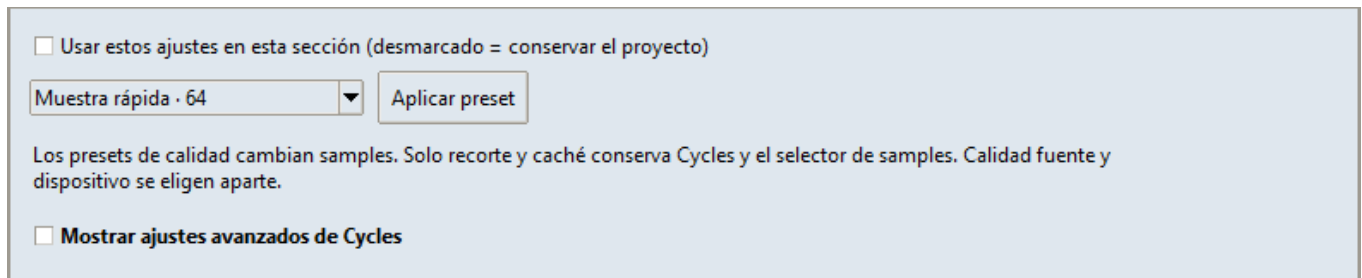
Files and configuration changes

PNG samples are saved under **evaluaciones** next to preferences: LocalAppData for the installed edition or **PORTABLE/datos** for the portable edition. **Open logs** gives access to the test; **evaluacion.json** records measurements. Samples are not converted to video or added to the delivery.

Evaluate again after changing settings, saving changes in Blender or changing external resources. A cancelled or failed evaluation is marked incomplete and does not produce a complete average.

Cycles presets and settings

The blue-gray panel groups decisions with a substantial effect on cost or memory.



Previous release screenshot: the Apply preset button was removed in 3.1.5.

In **3.1.5**, **Maximum samples** is the sole render ceiling. Selecting a preset updates that selector; manual edits show **Custom**. There is no separate Apply preset button. Unchecking **Apply advanced Cycles settings** disables the panel and custom capture dimensions. Samples, source quality and device have their own controls. A job uses only the active tab.

Preset	Starting point
Solo recorte y caché	Preserves lighting, denoiser and selected samples; optimizes preparation and capture.
Equilibrado · 256	Adaptive sampling, noise 0.025, minimum 8 and 8 total bounces.
Final con detalle · 512	Noise 0.02, minimum 8 and 8 bounces; more sample headroom for difficult areas.
Muestra rápida · 64	Noise 0.065 and 6 bounces: fast review.

Advanced settings to review

Adaptive sampling and noise: a lower threshold requests a cleaner image and usually costs more time.

Denoising: cleans noise but cannot restore missing detail. **Bounces and caustics:** compare glass, ice, reflections and shadows before reducing them.

3.1.8 prioritizes speed: quality presets disable caustics, keep reflections/transmission and use Automatic denoising: OptiX with an active OptiX GPU, OpenImageDenoise otherwise. **OIDN processing** offers Fast, Balanced or Detail; it applies only to OpenImageDenoise, as does the denoising GPU checkbox. OptiX always uses its GPU.

Frame cache: reuses data at the cost of memory. **Source cropping:** can reduce final/flat capture work while preserving unfolding. **Texture limit:** helps with memory pressure but can soften lettering and logos.

Minimum samples cannot exceed the maximum. Diffuse, glossy and transmission limits cannot exceed total bounces; transparency has its own limit. Time-target mode disables adaptive sampling. Inactive controls are not read. Hiding details preserves active values.

Reference: [Blender: sampling and denoising](#).

Choose a starting preset

All presets update the same samples selector; customize them afterward.

1. Enable **Apply advanced Cycles settings**. Open the presets selector and choose an option; selection applies it immediately.
2. Check **Maximum samples**. This is the job ceiling; the preset does not store a competing value that can replace it later.
3. Editing samples or Cycles settings shows **Custom**. To restore a preset, select it again.

Preset	Maximum	Starting use
Draft	16	Framing and movement: noise 0.12, 4 bounces; Fast OIDN.
Quick animation	32	Sequence review: noise 0.08, 6 bounces; Fast OIDN.
Quick preview	64	Client review: noise 0.065, 6 bounces; Fast OIDN.
Production	128	Recommended start for curved LCD and PNG: noise 0.04, minimum 8, 6 bounces; Balanced OIDN.
Balanced	256	Noise 0.025, minimum 8, 8 bounces; Balanced OIDN.
Detailed final	512	Noise 0.02, minimum 8, 8 bounces; Balanced OIDN.
Glass and reflections	512	12 total, 6 glossy and 12 transmission bounces; noise 0.025, minimum 8; Balanced OIDN.
High quality	1024	Noise 0.012, minimum 16 and 10 bounces; Detail OIDN.
Crop and cache only	Current	Keeps project advanced settings and the selected maximum; optimizes processing.

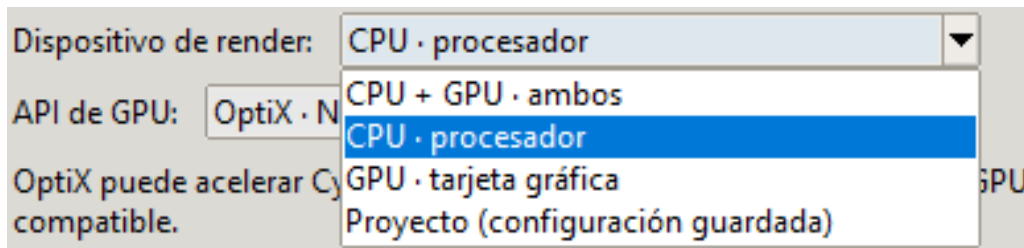
These are starting points, not quality or speed guarantees. Adaptive sampling may finish before the maximum. Presets do not change source quality, dimensions, device or delivery format.

PNG remains lossless; time is saved inside Cycles. Review consecutive frames, lettering and stretched areas of the curve. Do not reduce resolution just because the display is LCD: projection may require extra pixels. Reselect a preset to adopt the 3.1.8 values; saved settings are preserved.

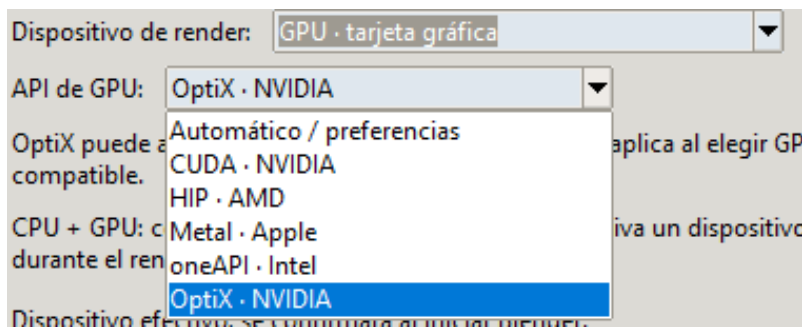
Evaluate your configuration with at least 5 frames. Projection guidance: [Territory Studio / Maxon](#). This app uses its own measured settings, not presets certified by that studio.

GPU, CPU and concurrent frames

Compare total elapsed time with your scene and available memory.



Device options: project settings, CPU, GPU or CPU + GPU.



The API is applied with GPU or CPU + GPU; not every option is supported on every machine.

Selection	Use
Proyecto	Keeps saved settings. Check the effective device when rendering starts.
CPU	Uses the processor. The GPU API is not used.
GPU	Uses a compatible card. NVIDIA: OptiX/CUDA; AMD: HIP; Intel: oneAPI, depending on Blender and hardware support.
CPU + GPU	Both work on each frame; any improvement depends on the scene.

Dispositivo efectivo: se confirmará al iniciar Blender.

Frames simultáneos:

1 = secuencial. 2 o 3 = procesos independientes de Blender. Comparten RAM/GPU; más procesos pueden aumentar el consumo y no garantizan mayor velocidad.

1 processes frames sequentially; 2 or 3 start independent Blender processes.

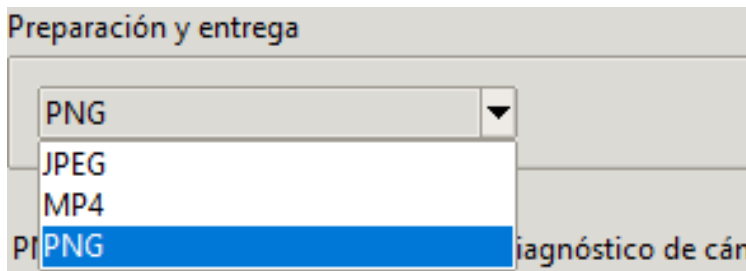
Start with **1 concurrent frame**. Compare the same range with 2, then 3 if memory allows. Each process loads its scene and shares GPU/RAM with the others. More processes do not guarantee lower render time; neither does CPU + GPU.

The **Dispositivo efectivo** status and logs confirm what was actually enabled. If memory is insufficient or the machine slows down, reduce concurrency before increasing sampling.

References: Blender: GPU rendering and persistent data.

PNG, JPEG and MP4

The selected delivery format is generated automatically after frames are complete.



Preparación y entrega: JPEG, MP4 and PNG format selector.

Format	What you receive
PNG	One image or a numbered sequence, 8 or 16 bits. Preserves alpha when present in the render.
JPEG	One .jpg image or a numbered sequence, RGB at 8 bits and quality 95. Does not preserve transparency.
MP4	An H.264 video of the complete range. Selecting it reveals video options.

1. Select the format before starting. Use **Elegir...** in the output field to set a folder and base filename.
2. Set Frame inicial and Frame final. Equal values process one image; MP4 produces a single-frame video.
3. Click the main render button. For JPEG or MP4, also wait for conversion to finish.
4. Click **Abrir resultado** or enable **Abrir al terminar**.

Example: base filename **campaign.png**, frames 148-151, produces **campaign_000148.png** and subsequent frames. JPEG delivers equivalent .jpg filenames; MP4 combines the range into one video.

Auxiliary PNGs are retained even for JPEG or MP4 to verify and resume work. Do not delete them during processing. 16-bit PNG provides more latitude for later editing; JPEG and H.264 do not retain that bit depth.

Optional Unsharp Mask

New in 3.1.9: increase edge contrast while keeping original images.

Sharpening is **off by default**. Under Preparation and delivery, enable **Sharpen when finished · keep originals** and choose a level. Clear the checkbox to skip this step entirely; it does not change samples or Cycles presets.

Level	When to try it
Very soft	Minimal adjustment for delicate edges.
Soft	Recommended starting point; inspect the image at actual size.
Medium	More definition in edges and textures.
Strong	Pronounced effect; check lettering, noise and halos.
Very strong	Intense effect for specific cases; compare several frames before production.

With a new render

Once the complete range is verified, each PNG is sharpened and a copy is published to **name_enfoque** beside the output. Original images stay untouched. Copies retain dimensions, alpha and 8- or 16-bit depth. If JPEG, MP4 or additional video is selected, subsequent conversion uses the sharpened copies.

With completed PNG files

1. Select Blender, the same output or base filename, the frame range and the bit depth of the completed job.
2. Enable sharpening, select a level and click **Apply to completed PNGs**. Verified PNGs and their original delivery manifest are required.
3. Wait for post-processing. Cycles is not run again. Compare another level using the same originals, confirming replacement of previous processed copies.

Reading, filtering and writing add processing time, plus one Blender startup for the batch. This time is separate from per-frame render clocks and is excluded from time evaluation. Cancelling keeps originals and does not publish a partial batch.

Unsharp Mask increases local edge contrast; it does not add pixels or recover real 4K detail. Higher levels may amplify noise and create halos. Check the curved LCD at its playback resolution and inspect motion before choosing a level.

Images plus video on completion

New in 3.1.3: keep your PNG or JPEG sequence and add an MP4.

1. Under **Preparation and delivery**, choose **PNG** or **JPEG**.
2. Enable **Also create video when finished · keep images**. The video controls appear.
3. Choose **FPS**: 12, 24, 30 or 60. 0 uses project FPS; you can also enter another supported rate.
4. Set quality, dimensions and optional audio. Start rendering and wait for video conversion after the images finish.

One image equals one video frame

Additional video uses all images in the selected range, in order, exactly once. **Duration in seconds = image count ÷ FPS**. It does not duplicate, discard or interpolate images to preserve project duration.

600 images at...	Additional video duration
12 FPS	50 seconds
24 FPS	25 seconds
30 FPS	20 seconds
60 FPS	10 seconds

Choose the complete range you want to deliver. Both endpoints count: 1 through 600 gives 600 images; 0 through 600 gives 601. Additional video FPS defines playback speed.

Files that are kept

PNG keeps the sequence and adds **name.mp4** alongside it. JPEG conversion finishes first, then video encoding begins; both JPEGs and original PNGs are kept. MP4 uses the PNGs to avoid another generation of JPEG compression.

Cancelled or failed conversion preserves completed images. Time evaluation never creates this additional video. H.264 rounds odd video dimensions upward; the images keep their original dimensions.

Try 12 FPS for slower movement review. Use 24 or 30 FPS for regular playback; for 60 FPS delivery, confirm that rate with the target player. Changing FPS does not create intermediate motion.

Configure MP4 video

Available for direct MP4 and additional video with PNG or JPEG.

Option	How to use it
FPS	0 uses project FPS. Values from 1-240. Direct MP4 preserves duration by duplicating/dropping frames; additional image video uses each image once and changes duration.
Quality / bitrate	Media, Alta or Muy alta use variable bitrate. Bitrate manual enables Mbps; higher values usually create larger files.
Encoding	Rápida, Equilibrada or Máxima compresión. Changes video conversion, not the Cycles render.
Keyframes	An interval of 1-500 frames. Check the screen player's requirements.
Video width / height	Both at 0 use render dimensions; varying frame sizes use a fixed canvas. Custom dimensions preserve proportions and add centered margins.
Optional audio	A WAV, MP3, OGG, FLAC or M4A file. AAC stereo at 48 kHz; 128/192/256/320 kbps and volume 0-200%.

Starting point

Try **FPS 0, Alta quality, Equilibrada encoding, dimensions 0/0** and audio disabled. This is not a universal standard: confirm resolution, codec, FPS and audio supported by the client's player.

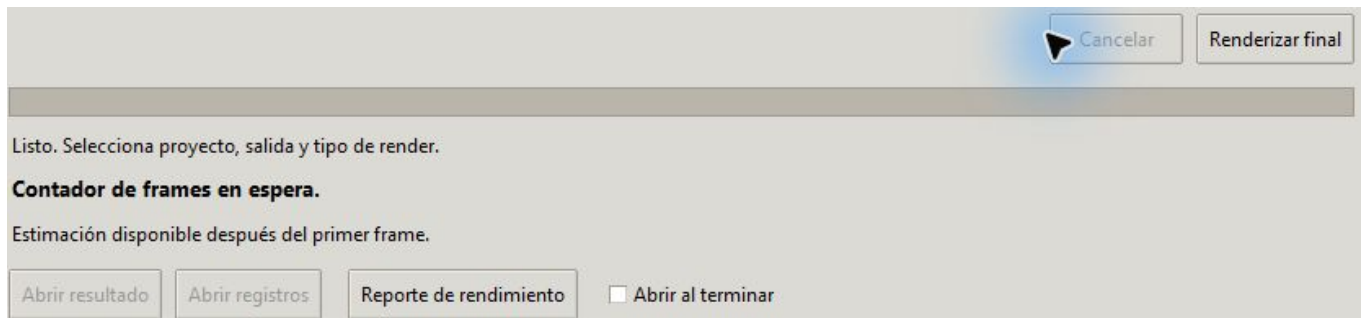
Audio starts with the first frame, is trimmed to the video duration and does not loop if shorter. The application does not automatically use scene audio: choose the audio file in the MP4 options.

For H.264, an odd dimension is rounded up by one pixel without distorting the image. If a screen delivery requires **exact odd pixel dimensions**, retain a PNG/JPEG sequence supported by your system.

Encoding options are based on [Blender FFmpegSettings](#).

Cancel, resume and verify

Valid completed frames are kept.



Cancelar stops active processing; Abrir registros helps investigate an issue.

1. To stop processing, click **Cancelar** and wait for the application to confirm that it has stopped.
2. To continue, use the same project, output, range and compatible settings.
3. When existing results are found, read the verification/replacement confirmation. Compatible frames are kept; damaged or incompatible frames are recalculated.
4. For JPEG or MP4, conversion takes place after the required sequence is complete and verified.

Resuming compares project, settings, version/code and external resources. It verifies image dimensions, bit depth and integrity. The **name_entrega.json** manifest records the job and is saved after each frame.

Render logs are stored under **name_registros** in the output folder. **Abrir registros** opens the relevant run. Delivery conversions also produce their own logs and manifests.

The frame timer resets when each render begins and excludes loading, calibration and previous preparation. Two or three processes have independent frame clocks. It includes rendering, unfolding and output image preparation; **Total** measures the entire job.

Each frame clock and its completed duration use seconds below 60 s. From 60 s onward, they show separate minutes and seconds: **60 s = 1m 00s**, **90 s = 1m 30s**, **102 s = 1m 42s** and **120 s = 2m 00s**. Seconds continue counting individually; these are not decimal minutes. The total timer keeps its elapsed-time format.

Frame preview shows a thumbnail of the latest completed frame while the animation continues. It preserves the aspect ratio and original images. Hide it while rendering or click the thumbnail to open the full PNG. Background loading does not change render settings or the measured frame duration.

Before delivering to the client

1. Check width, height, orientation and seams on the target screen or player.
2. Review text, logos, edges, reflections and a sequence with motion.
3. For video, check the full range, duration, FPS and audio.

Changing the project or parameters can invalidate resuming. Keeping PNGs and the manifest enables verification; matching filenames alone are not enough.

Troubleshooting and example

Start with one frame and keep the error log.

Symptom	What to check
Object names do not appear	Valid executable and .blend; wait for loading or click Actualizar lista after saving.
Screen / camera not found	Exact name, object type and scene. A listed mesh is not necessarily a screen.
Missing resources	Locate and save textures, fonts and linked files in Blender. Some screenshots show this warning.
Unfolding fails	Perspective camera, unambiguous projector and valid UV_LED or supported automatic geometry.
Evaluation: Z height or open base error	Check the screen object. Evaluation performs actual renders and requires the same valid unfolding as delivery. A mesh without UV_LED must meet automatic geometry requirements; do not select an unrelated scene mesh.
Incorrect crop	Selected screen, animation range and margin. Disable cropping to compare the complete frame.
GPU unavailable / insufficient memory	Compatible API and effective-device log; try Automático or CPU and reduce concurrency.
Rendering is too slow	Compare source quality, samples, cropping and cache. Check whether 2/3 processes increase total time.
Video changes size or has margins	Video dimensions 0/0, variable frame sizes, canvas proportions and odd-dimension rounding.

Included learning example

Open **ejemplos/Pantalla_Cliente.blend**: scene **Cliente_Demo**, screen **Pantalla_Cliente**, camera **Camara_Cliente**, frames **1-12**. Use your own output folder. Test frame 1 in PNG first, then the sequence.

The **ejemplos/Calibracion_1080x360.png** pattern helps check orientation and layout. For support, keep the Blender Anamorphic Tools and Blender versions, output mode, settings and execution log.

Blender Anamorphic Tools 3.1 manual, reviewed October 15, 2026. Control and project screenshots were provided by the author. Release 3.1.9 uses compact controls and small help bubbles beside a lowercase i. Screenshots retain the previous style and some show the former Render Mudo name; the new edition is Blender Anamorphic Tools 3.1. The instructions describe the current simplified interface; profiles, a job queue and a separate export step are not required.

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