

Output

This page provides information on the Output rollout under the [Render tab](#) in V-Ray's [Render Settings](#).

Overview

The **Output** rollout contains options related to the outputting of rendered images.

UI Path

||Properties Editor|| > **Render** > **Render tab** > **Output** rollout

Parameters

Output – Enables the Output options which allows you to save the rendered image.

Path – Specifies a destination for the file to be saved at.

Filename – Defines the name of the file.

Format – Specifies the file format in which the image is saved.

VRayImage
OpenEXR
SGI
TGA
TIFF
JPEG
PNG

Quality – Controls the quality of the compression used to save the image.

Img No Alpha – When enabled the alpha channel is not saved.

Img Separate Alpha – When enabled the alpha channel is saved as a separate image file.

Relements Separate Folders – When enabled each render element is saved in a separate folder.

Img File Need Frame Number – When enabled and rendering an animation the current frame number is automatically added to the file name.

Image To Blender – When enabled, the exporter loads the output image within the Image editor in Blender upon render end.

