



Changes to the Preference settings in the renderer will be applied by default to the entire new image group created.

The Render tab is in all respects identical to the one found in the general settings or in the editing window. It is a default parameter for the rendering options that will also be visible and modifiable at the time of the final rendering.

If you make a mistake, you can use the "Restore defaults" button.

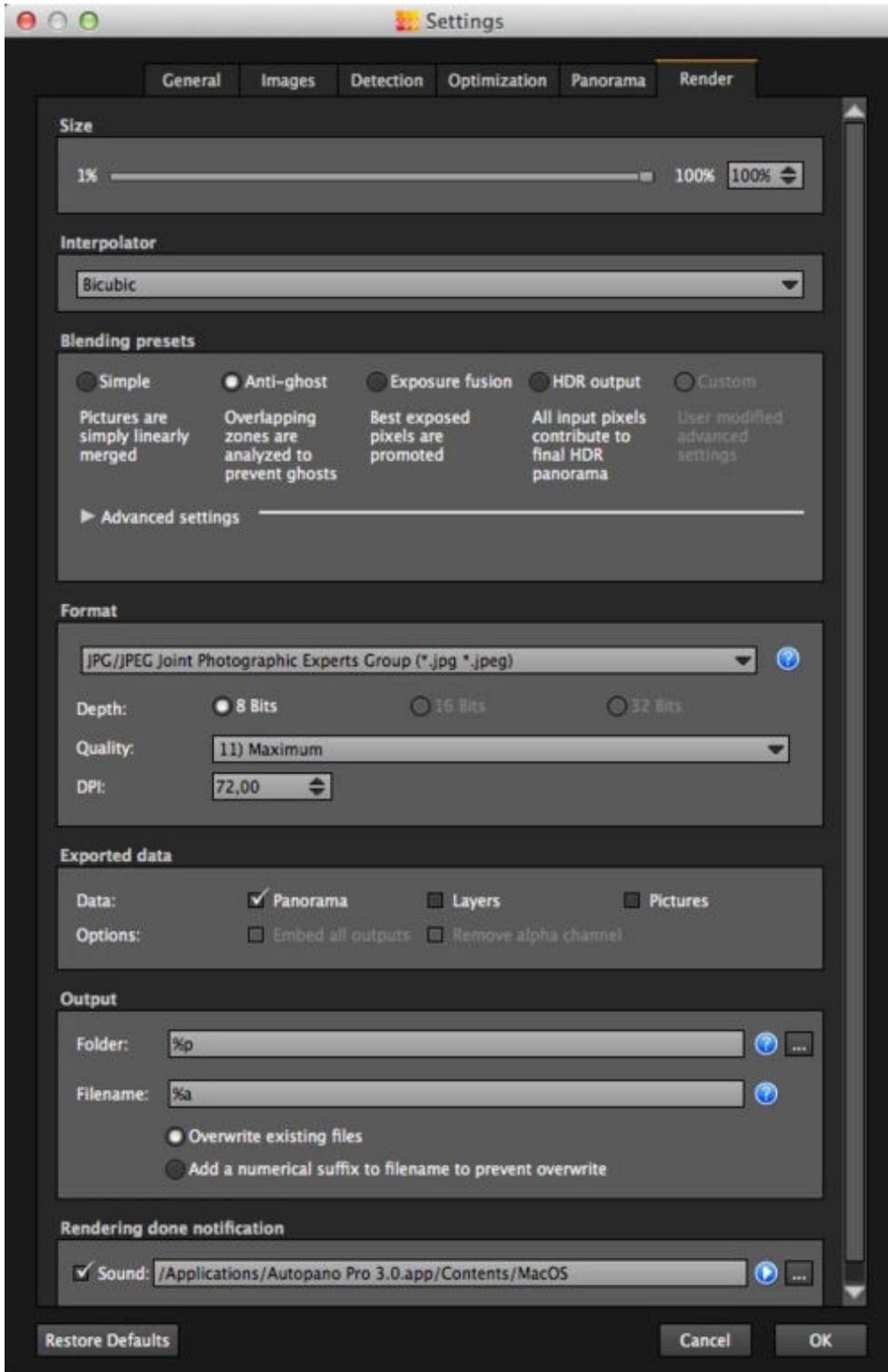
Size

This lets you adjust the panorama's export size in percentage of the maximum size.

Interpolator

The interpolator is used to project the pixels of the source image on the panorama. Its quality often depends on the sharpness of the panorama.

- **Nearest Neighbour:** Reserved for testing, because of the numerous and very visible artifacts created. In return, this is the fastest.
- **Bilinear:** This is a correct quality/speed ratio choice.
- **Bicubic: (default)** Use it if you do not know. The difference with the bilinear is almost imperceptible to the naked eye but can be seen in the lines with strong contrasts. Its default use is recommended.



- Bicubic sharper: This is the same thing as the bicubic but it is stronger (the fortification level corresponds to the same settings as in Photoshop when changing the size of an image).
- Bicubic smoother: This is the same thing as the bicubic but it is softer (the softening level corresponds to the same settings as in Photoshop when changing the size of an image).
- Spline36: This powerful method of interpolation is to be used when extreme or high post-rendering is necessary. The difference with the bicubic mode is not noticeable to the naked eye.
- Spline64: Works in the same way as the Spline36, but stronger, slower and usually better (experiment to sample results).

Blending settings

The purpose of the blender is to combine the overlapping zones without it being noticeable, to obtain a perfect stitching of the panorama's images. Autopano offers 4 optimization presets

adapted to your needs without having to change them yourself.

These profiles correspond to the pre-configurations that can be seen in the ?advanced settings?.

- Simple: This is fast but it is possible that defects are seen where the areas overlap.
- Anti-ghost: Conserve the image's strong characteristics (stops, lines, curves) when mixing while automatically removing objects that have moved.
- Exposure Fusion: To be used if the panorama was created with a bracket shot. Keeps the best of different exposures.
- HDR output: To be used by users who wish to create a .hdr format file in order to create post-production or special effects.
- Custom: This is enabled when you manually change the parameters and they no longer correspond to a preset.

Advanced settings

- Blending:
 - ◆ None: For

each position, the algorithm uses the pixel with the greatest importance according to the required weight.

- ◆ Linear: The rendered pixels are the result of a weighted average of input pixels.

- ◆ Multi-band: Lets you mix the average value (color trend) of the images while maintaining their details.

- ◇ Multi-band level: Lets you adjust the influence zone for each input pixel. Each pixel will double its

influence
zone
for
each
supplementa
level.
For
example,
at
level
2,
each
pixel
acts
on
a
span
of
2
pixels
in
the
final
rendering,
4
pixels
at
level
3,
8
pixels
at
level
4...
Level
0
represents
the
maximal
influence
zone
(depending
on
the
size
of
the
input
images).
The

negative levels let you reduce this area based on the maximum area. -4, the default value, seems to be the best choice in the majority of cases, if the color correction is enabled.

- **Diamond weighting:** The pixels in the centre of the images are more important than the pixels on the edges of the images.
- **Remove ghosts:** Avoid mixing the superimposed pixels that do not have the same information (moving object). This algorithm is

applied to each layer independently.

- Exposure fusion: Weights each pixel according to its exposure. Lets you mix different superimposed images excluding under-exposed or over-exposed areas.
- Remove HDR ghosts: Avoid mixing the superimposed pixels that do not have the same information and that come from different levels (moving object on the same bracketed image). At least 3 different data (layers) is needed to determine the data to exclude. It is advisable to get more for a greater reliability of matches (warning, a layer that is entirely over-exposed or under-exposed can not be used).

Format

Lets you choose the output format, encoding, compression quality and resolution.

Exported data

Lets you define how and what data needs to be exported:

- Data:
 - ◆ Panorama:
Lets you export the panorama.
 - ◆ Layers:
Lets you export the image groups.
 - ◆ Images:
Lets you export the images used to create the panorama.

- Options:
 - ◆ Embed all outputs:
Incorporates all the data in the same file.
 - ◆ Remove Alpha channel:
Deletes the alpha channel of the exported files.

Output

- Folder: Lets you specify the file in which the image will be saved.
- Filename: Default syntax of the file name. Click on the  icon for a description of the symbols that make up the models

(syntax) of the file name.

Render done sound

Sound: Lets you specify a sound that signals the end of the rendering.

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