Rendering Posters

> This article is a work-in-progress! Please check back another time.

> This workflow assumes that you have already set up a project ready for rendering, and that you have read the article about the rendering window.

For rendering posters, it is recommended that you use either the `Cycles X` renderer or the `LuxCoreRender` renderer for the best possible quality. Here are some recommended:

HDRI Sky

If your scene is outdoors, you need to set up a HDRI sky. You can find out more information on how to do so here.

Material Settings

All renderers in PFM are based on **P**hysically **B**ased **R**endering (PBR). Changing the material properties (such as metalness, roughness, wetness and subsurface scattering) of the materials in your scene can greatly improve the way it looks. You can find more information about it here.

Volumetric Lighting

Volumetric lighting can be used to create effects like fog or light beams. Find out more about it here.

Live Render Preview

Activating live render mode can give you a real-time preview of your scene, while allowing you to move around.

Renderer Settings

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