Generating High Quality Movie Frames

1. Setup
   a. Load your data (mesh, fields and/or particles), and get them to look the way you want
   b. preview your animation using the VCR style controls in the VCR Toolbar ("View -> Toolbars -> VCR Controls" if not already visible)
   c. For your images, figure out your desired resolution and aspect ratio (aspect = pixel_width/pixel_height).
      i. Here is some information on Choosing Frame Resolution. Please read and understand that before proceeding.
      ii. It may help to lock your view to that ratio ("Tools -> Lock View Size Custom...")
   d. It helps to see the Animation View ("View -> Animation View" if it's not already visible)