

# [kick] Rendering a crop region

**kick** has a **-rg** flag that specifies what region of the image to render.

```
-rg <n n n n> Render region (minx miny maxx maxy)
```

The x,y coordinates start at the top-left corner. So, for example, for a 960 x 540 image:

- (0,0) is the top-left corner.
- (1919,1079) is the bottom-right corner.

To render a 960x540 image in four quarters:

```
# top left
kick -rg 0 0 479 269

# bottom left
kick -rg 0 270 479 539

# top right
kick -rg 480 0 959 269

# bottom right
kick -rg 480 270 959 539
```

In ASS file, the render region is specified in the options node:

```
options
{
...
xres 1920
yres 1080
region_min_x 0
region_min_y 0
region_max_x 960
region_max_y 540
...
}
```