# Render Settings

This page introduces the Render Settings in V-Ray for Blender.

## Overview

The V-Ray Render Settings provide control over the parameters that adjust the rendering process. They can be accessed from the **Properties Editor** within Blender's interface once **V-Ray** is selected as the active renderer.
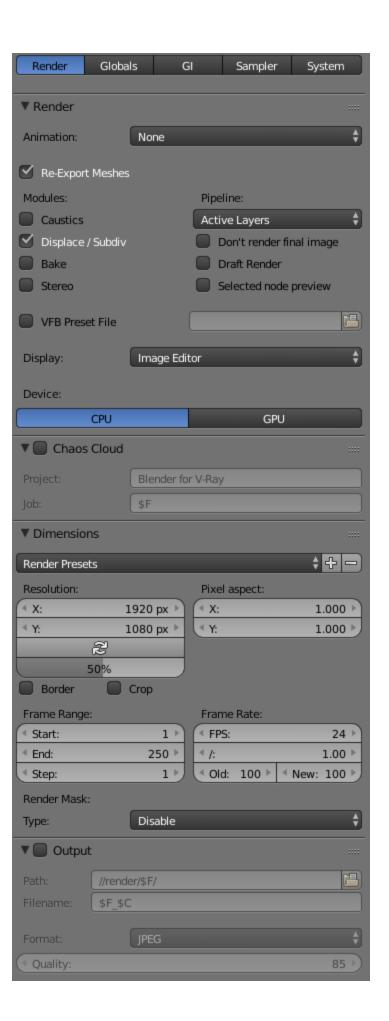
The V-Ray Render Settings are divided into the following categories:

- Render- General settings including control switches for the modules (Caustics, Stereoscopic, Bake, Displace/Subdivision), Dimensions, and outputting.
- Globals - Global settings including displacement and texture settings.
- GI - Settings related to Global Illumination.
- Sampler - Settings related to the selection and manipulation of the Image Sampler type and the Global DMC Sampler.
- System - Settings related to the overall operation of V-Ray as well as those for the Lens Effects and Distributed Rendering.

**Note**: In V-Ray, the two tools that most greatly impact the balance of render quality vs. speed are the Image sampler and GI engine(s). Learning the basics of how these two features work will greatly enhance your ability to adjust settings in V-Ray and maximize image quality while keeping render times to a minimum. See the linked pages for explanations on how these features work.

## UI Path

||Properties Editor|| > **Render** > **...**

▼ Render                                          ::::

Animation:        None                               ⬍

☑ Re-Export Meshes

Modules:                    Pipeline:
☐ Caustics                  Active Layers            ⬍
☑ Displace / Subdiv         ☐ Don't render final image
☐ Bake                      ☐ Draft Render
☐ Stereo                    ☐ Selected node preview

☐ VFB Preset File                              [📁]

Display:          Image Editor                       ⬍

Device:

| CPU | GPU |

▼ ☐ Chaos Cloud                                   ::::

Project:          Blender for V-Ray
Job:              $F

▼ Dimensions                                      ::::

Render Presets                                ⬍ [+] [−]

Resolution:                 Pixel aspect:
◂ X:        1920 px ▸       ◂ X:        1.000 ▸
◂ Y:        1080 px ▸       ◂ Y:        1.000 ▸
         🔁
        50%
☐ Border      ☐ Crop

Frame Range:                Frame Rate:
◂ Start:          1 ▸       ◂ FPS:          24 ▸
◂ End:          250 ▸       ◂ /:          1.00 ▸
◂ Step:           1 ▸       ◂ Old: 100 ▸  ◂ New: 100 ▸

Render Mask:
Type:             Disable                            ⬍

▼ ☐ Output                                        ::::

Path:             //render/$F/                  [📁]
Filename:         $F_$C

Format:           JPEG                                ⬍
◂ Quality:                                    85 ▸

- ☐ Img No Alpha
- ☐ Img Separate Alpha
- ☐ Relements Separate Folders
- ☐ Img File Need Frame Num..
- ☐ Image To Blender