

Renderer Tab

This page provides information about the Renderer tab in the V-Ray Renderer node.

Overview

When V-Ray is set as the renderer, V-Ray parameters are organized under several sub-tabs in the **Renderer** tab of the **V-Ray Renderer** node.

- [Sampler](#) – Determines how the scene is rendered. Includes options for the Image Sampler and DMC Sampler.
- [GI](#) – Selection and settings for GI engines, GI caustics
- [Color Mapping](#) – Controls color transformations that are applied to the final image colors
- [Camera](#) – Settings relating to the render camera
- [Options](#) – Options for globally controlling geometry, lighting, materials, and textures.
- [Caustics](#) – Settings for rendering caustic effects.
- [IPR](#) – Settings for the V-Ray IPR renderer.
- [DR](#) – Options for Distributed Rendering.

Note: In V-Ray, the two tools that most greatly impact the balance of render quality vs. speed are the [Image Sampler](#) (under the [Sampler tab](#)) and **GI engine(s)** (under the [GI tab](#)). 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.