

Sampled

This page provides information on the Sampled Node in V-Ray for Blender.

Overview

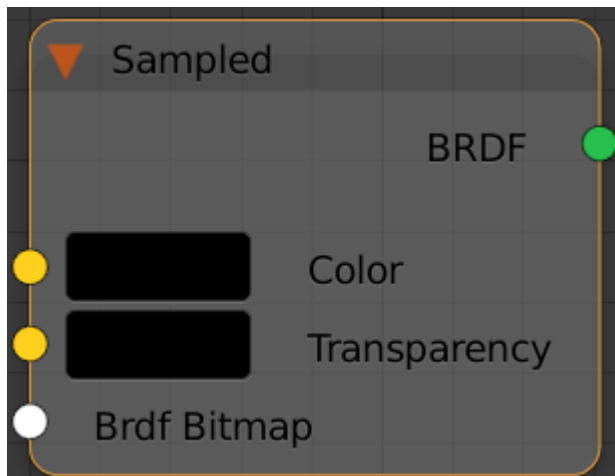
UI Path

||Node Editor|| > Add > BRDF > Sampled

Node

Color – Specifies the color of the material.

Transparency – Specifies the transparency of the material.



Parameters

Subdivs – Controls the quality of glossy reflections. Lower values will render faster, but the result will be noisier. Higher values take longer, but they produce smoother results.

Cutoff – This is a threshold below which reflections/refractions will not be traced. V-Ray tries to estimate the contribution of reflections/refractions to the image, and if it is below this threshold, these effects are not computed. Do not set this to 0.0 as it may cause excessively long render times in some cases.

Theta Samples –

Importance Sampling – Enable to use importance sampling for the reflections.

Importance sampling is a technique for basing the number of samples required for evaluating a blurry value, on the effect that value has on the final result. For example, dark materials require fewer samples for evaluating GI than bright materials; dim area lights can do with less samples than bright lights etc. Importance sampling is used throughout V-Ray for all blurry values.

Resolution – Resolution for the resampling of the BRDF used for importance sampling of reflections.

View Terms – Number of terms to decompose the view-dependent portion of the resampling matrix.

Half Terms – Number of terms to decompose the half-angle portion of the resampling matrix.

Back Side – When enabled back-side reflections will also be calculated.

▼ Properties

Subdivs: 8

Cutoff: 0.010

Theta Samples: 0

Phi Samples: 1

☒ Importance Sampling

View Terms: 4

Resolution: 32

Half Terms: 2

☐ Back Side