Brute Force Settings

This page provides information on the Brute Force rollout under the GI tab in V-Ray's **Render Settings.**

Overview

The Brute force method for computing global illumination recomputes the GI values for every single shaded point separately and independently from other points. This method is very accurate, especially if you have many small details in the scene.

To speed up Brute force GI, you can use a faster method for approximating secondary GI bounces, while using the brute force method for the primary bounces.

The Brute force GI rollout appears only when the Brute force method is selected as a **Primary engine** or **Secondary engine** within the Global Illumination rollout. For more information on how the Brute force GI calculations work, please see the Brute Force GI page.

UI Paths

||Properties Editor|| > **Render** > **GI** tab > **Brute Force** rollout
(When **Brute Force** is chosen as an engine from the Global Illumination rollout)

Parameters

This section is available only if you have chosen Brute force as either the primary or secondary GI engine.

Subdivs – Determines the number of samples used to approximate GI. Please note that this is not the exact number of rays that V-Ray traces. To obtain the number of rays you have to square this value and multiply it by the **Subdivs Mult** value of the DMC Sampler rollout.
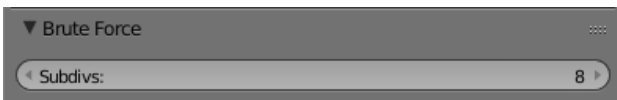
Notes

- You can speed up the Brute Force calculations by distributing them among several machines with the help of Distributed Rendering (DR).
- For more details on how Brute force GI works in V-Ray, please see the Brute Force GI page under Indirect Illumination.