# **V-Ray GPU Render Settings**

This page provides details on the render settings used to adjust the V-Ray GPU renderer.

## Overview

V-Ray GPU is a separate render engine, introduced by Chaos, that utilizes GPU hardware acceleration. You can additionally use it with your CPU or combine CPU and GPU devices for hybrid rendering. Choosing the V-Ray GPU engine changes the available settings.

Refer to the V-Ray and MAXScript page for information on how to access the parameters through MAXScript.

The Common tab contains no custom or unique V-Ray settings. For more details on the parameters found under this tab, please refer to the 3ds Max help documentation. With V-Ray 6, Hotfix 1, the render settings are now kept when switching between V-Ray and V-Ray GPU. However, note that when switching from V-Ray to V-Ray GPU, the **Samples limit** value is changed depending on the Bucket Image Sampler's **Max subdivs** value. UI Path: ||Main Toolbar|| > Render Setup button...

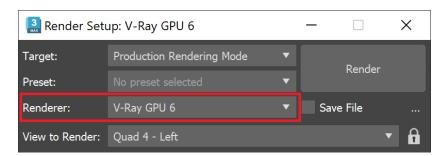
||Main Toolbar|| > Render Setup button and then set Renderer to V-Ray GPU

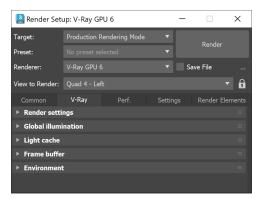


||Rendering menu|| > Render Setup... and then set Renderer to V-Ray GPU

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 $||Render \ Setup \ window|| > Renderer > V-Ray \ GPU$ 





### Selecting the V-Ray GPU Renderer

In order to use V-Ray, you must first select one of its renderers as your current renderer.

- 1. Open the Render Setup window.
- 2. At the top of the Render Setup window, choose Production Rendering Mode as the Target.
- 3. For Renderer, choose V-Ray GPU.

Scenes saved with ActiveShade renderer (a previous GPU rendering workflow) should be switched to use V-Ray GPU as Production renderer instead.

## V-Ray GPU Render Settings Tabs

V-Ray GPU offers 4 different tabs in the Render Setup window.

#### V-Ray tab

Global Illumination settings, Frame Buffer and Environment settings.

#### **GPU Performance Tab**

Distributed Rendering options, selection of rendering devices, tweaking Texture rendering and Utilization.

#### Settings tab

Various settings including Global Switches and Image Sampler.

#### **Render Elements**

Creation and control of render elements for beauty pass compositing and post-production.