

# 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.

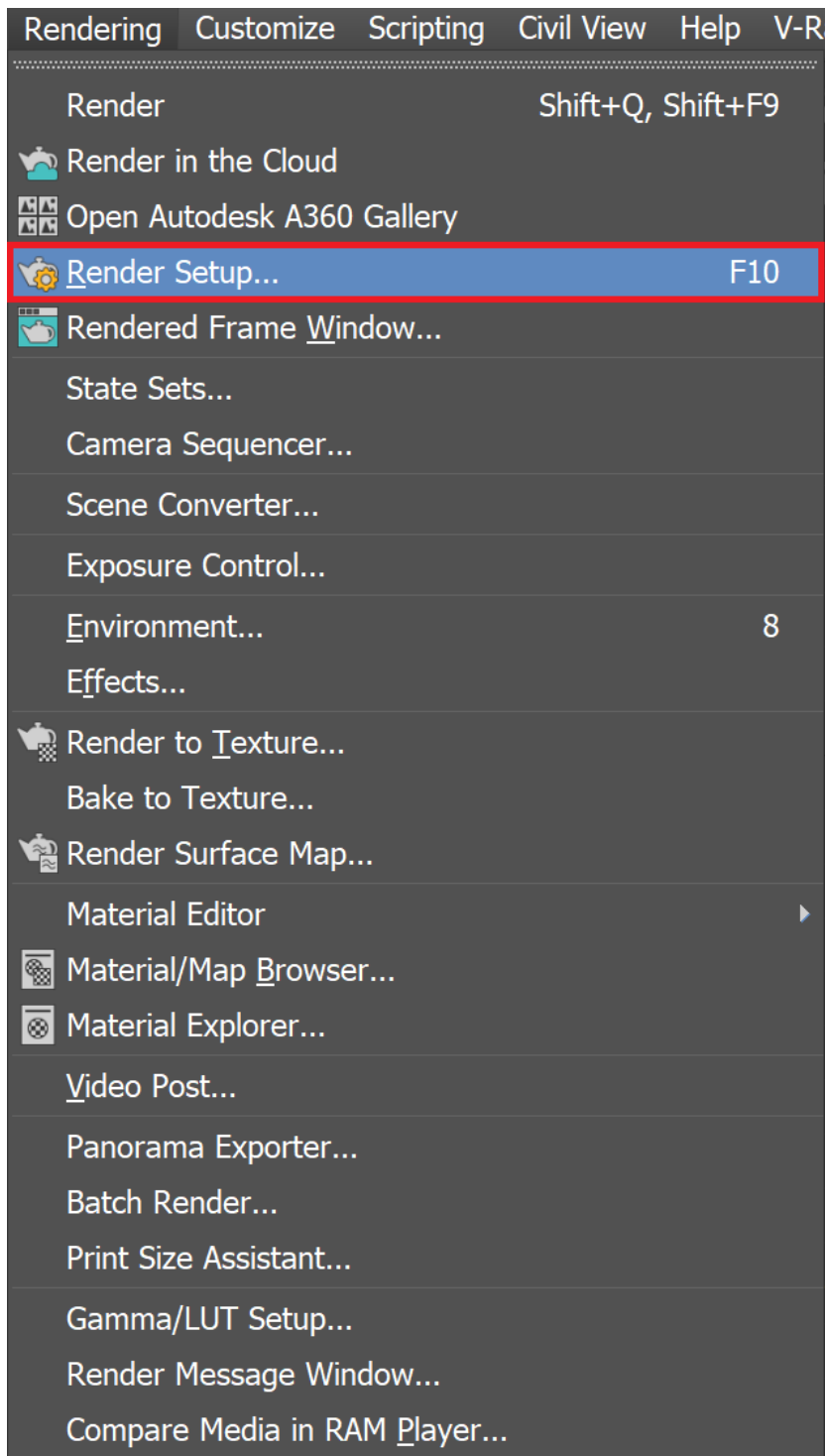
With V-Ray 6, Hotfix 1, the render settings are now kept when switching between V-Ray and V-Ray GPU. However, note that when switching from V-Ray to V-Ray GPU, the **Samples limit** value is changed depending on the Bucket Image Sampler's **Max subdivs** value.

UI Path: ||Main Toolbar|| > Render Setup button...

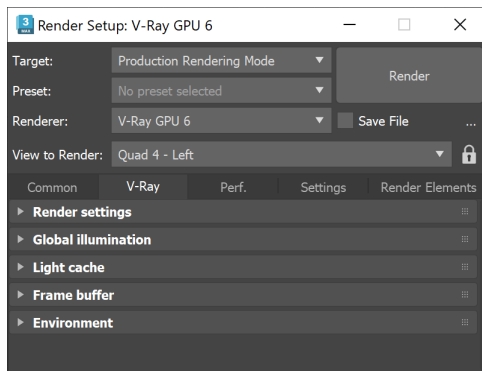
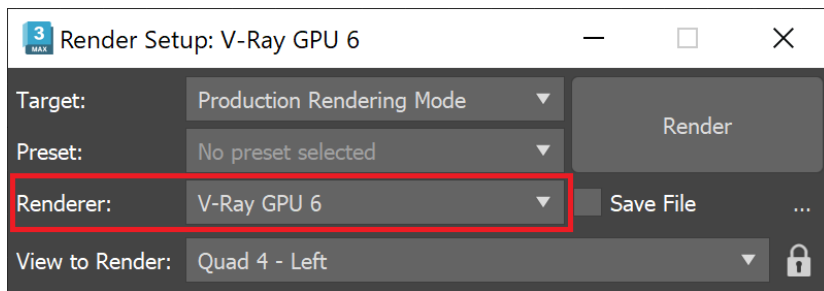
||Main Toolbar|| > **Render Setup** button and then set **Renderer** to **V-Ray GPU**



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



||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.

