

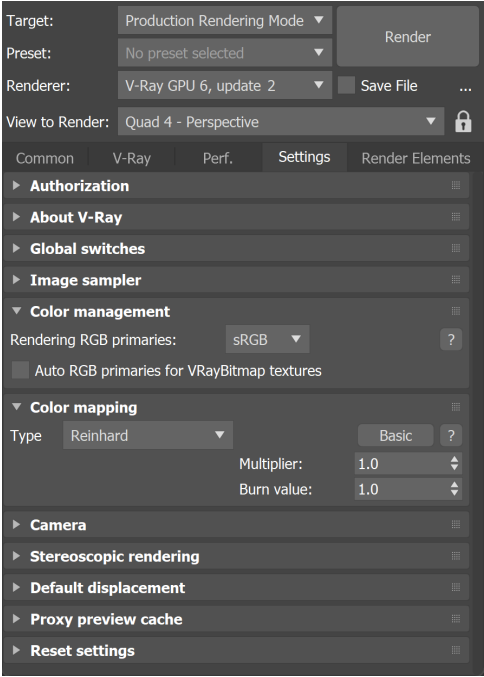
# GPU Settings Tab

This page provides information about the Settings Tab of the Render Setup window of V-Ray GPU render.

## Overview

The Settings tab in the Render Setup window controls the image sampler, and includes customizable settings for camera, displacement, global switches and others.

**UI Path:** ||Render Setup window|| > **Settings** tab (Renderer set to **V-Ray GPU**)



Here is a full list of the rollouts residing under the Settings tab:

### Authorization

View and edit license server information and License Server settings.

### About V-Ray

Displays the V-Ray version number, EULA, and Feedback Program settings.

### Global Switches

Global settings and overrides.

### Image Sampler

Sets the method for sharpening or blurring over adjacent pixels.

## Color Management

Settings for sRGB and ACEScg rendering workflow.

## Color Mapping

Shifts colors for displays, for non-linear workflows, or specialty workflows.

## Camera

Settings for camera projection, motion blur, and depth of field.

## Stereoscopic Rendering

Settings for stereo mode rendering.

## Default Displacement

Settings for displacement materials that do not have a Displacement Modifier applied.

## Proxy preview cache

Settings for the V-RayProxy preview cache.

## Reset settings

Resets all render settings to their default values.