

**Irradiance Map**

**Minimum Rate** -4 / -3  
**Maximum Rate** -3 / -1  
**Hemispheric Subdivs** 24 / 74  
**Interpolative Samples** 20

**THRESHOLDS**

**Color Threshold** 0.4 / NaN  
**Normal Threshold** 0.4 / NaN  
**Distance Threshold** 0.1

**Light Cache**

**Subdivisions** 500 / 3000  
**Sample Size** 0.02  
**Scale** Screen  
 Show Calculation Phase  
 Use Camera Path

**ADVANCED PARAMETERS**

**Pre-Filter** 20  
**Filter** Nearest  
**Filter Size**  
**Interpolation Samples** 5  
**Retrace** 2  
**Leak Prevention** 0.8  
 Use for glossy rays  
 Store direct light



**Irradiance Map**

**Minimum Rate** -4 / -3  
**Maximum Rate** -3 / -1  
**Hemispheric Subdivs** 24 / 74  
**Interpolative Samples** 20

**THRESHOLDS**

**Color Threshold** 0.4 / NaN  
**Normal Threshold** 0.4 / NaN  
**Distance Threshold** 0.1

**Brute Force GI**

**Bounces** 3



**Brute Force GI**

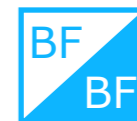
**Bounces** 3

**Light Cache**

**Subdivisions** 500 / 3000  
**Sample Size** 0.02  
**Scale** Screen  
 Show Calculation Phase  
 Use Camera Path

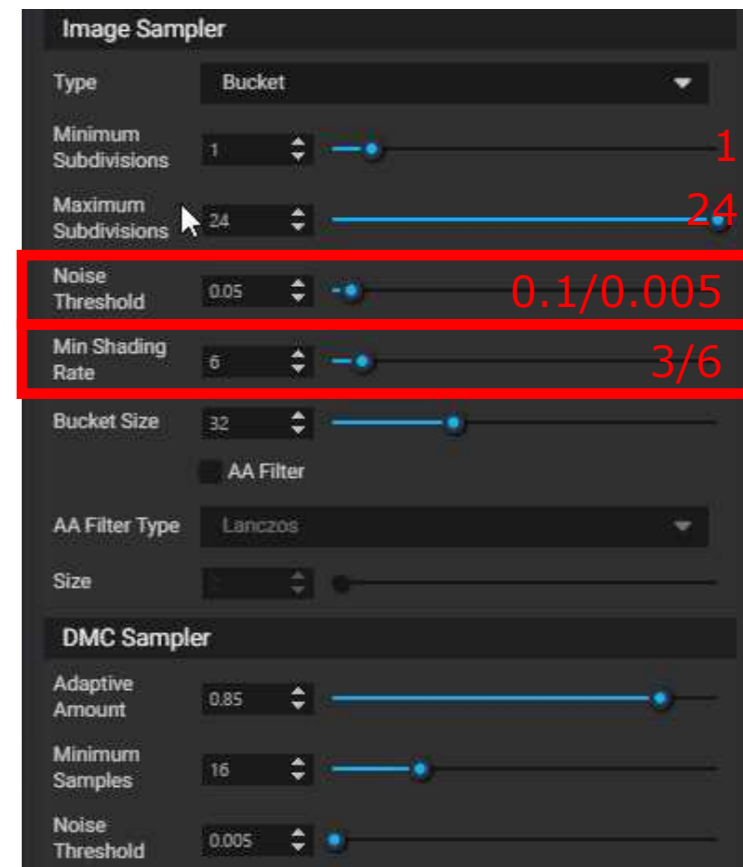
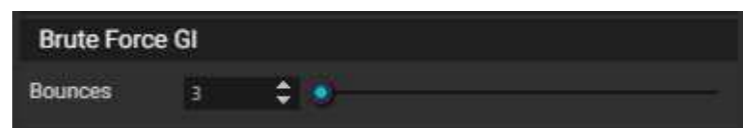
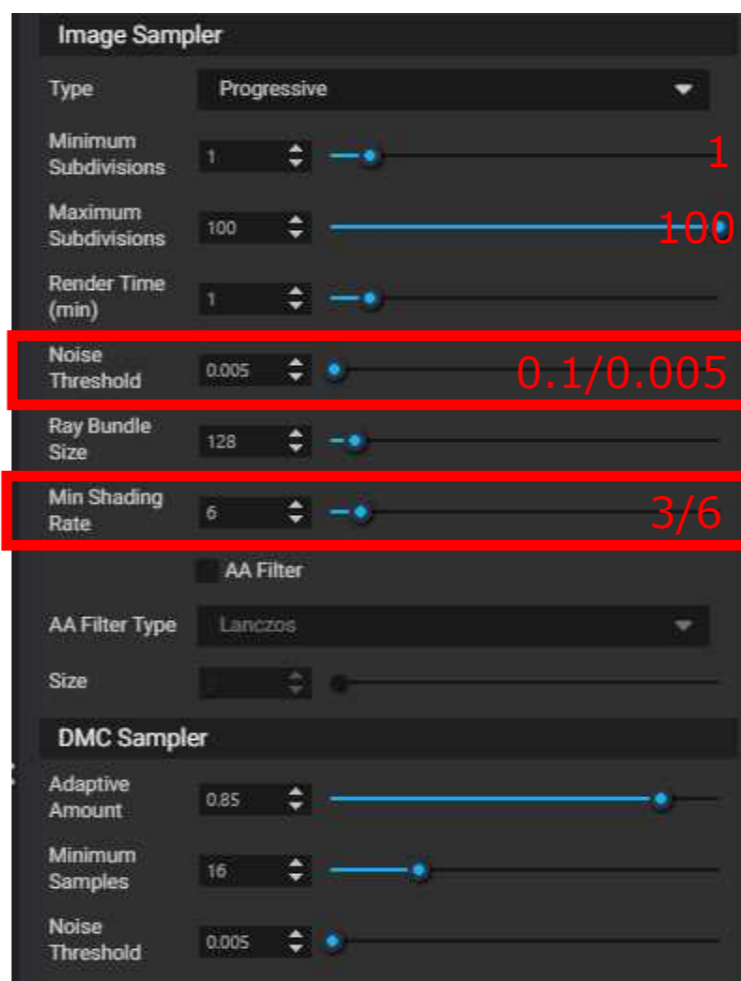
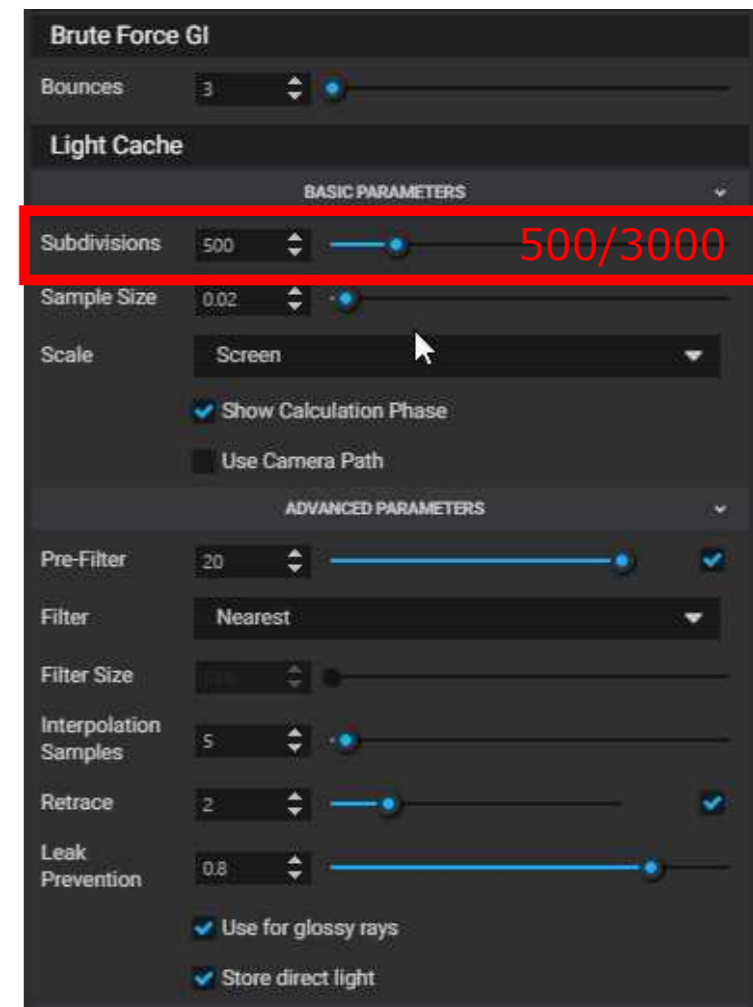
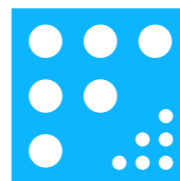
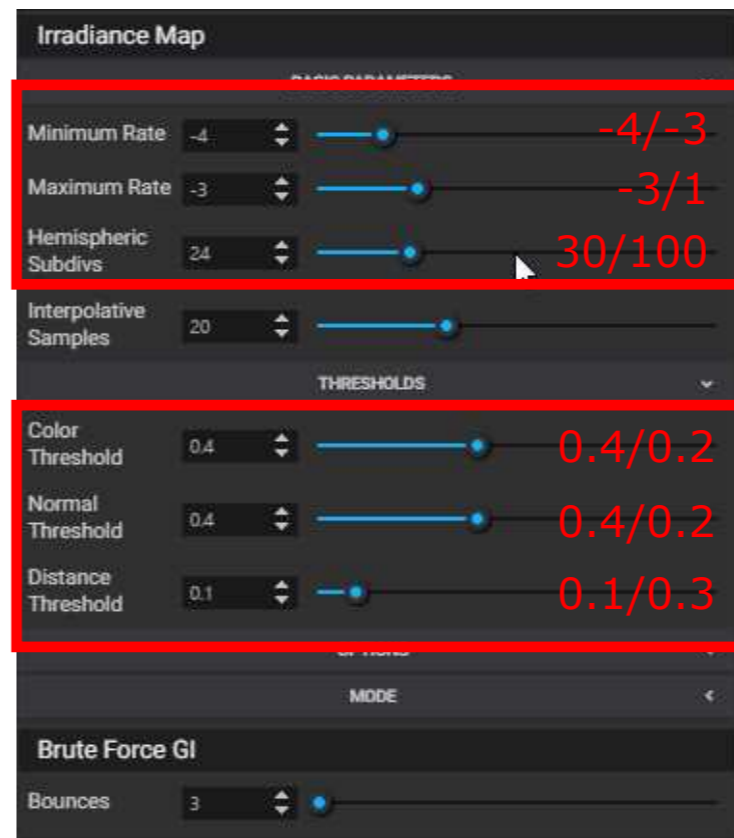
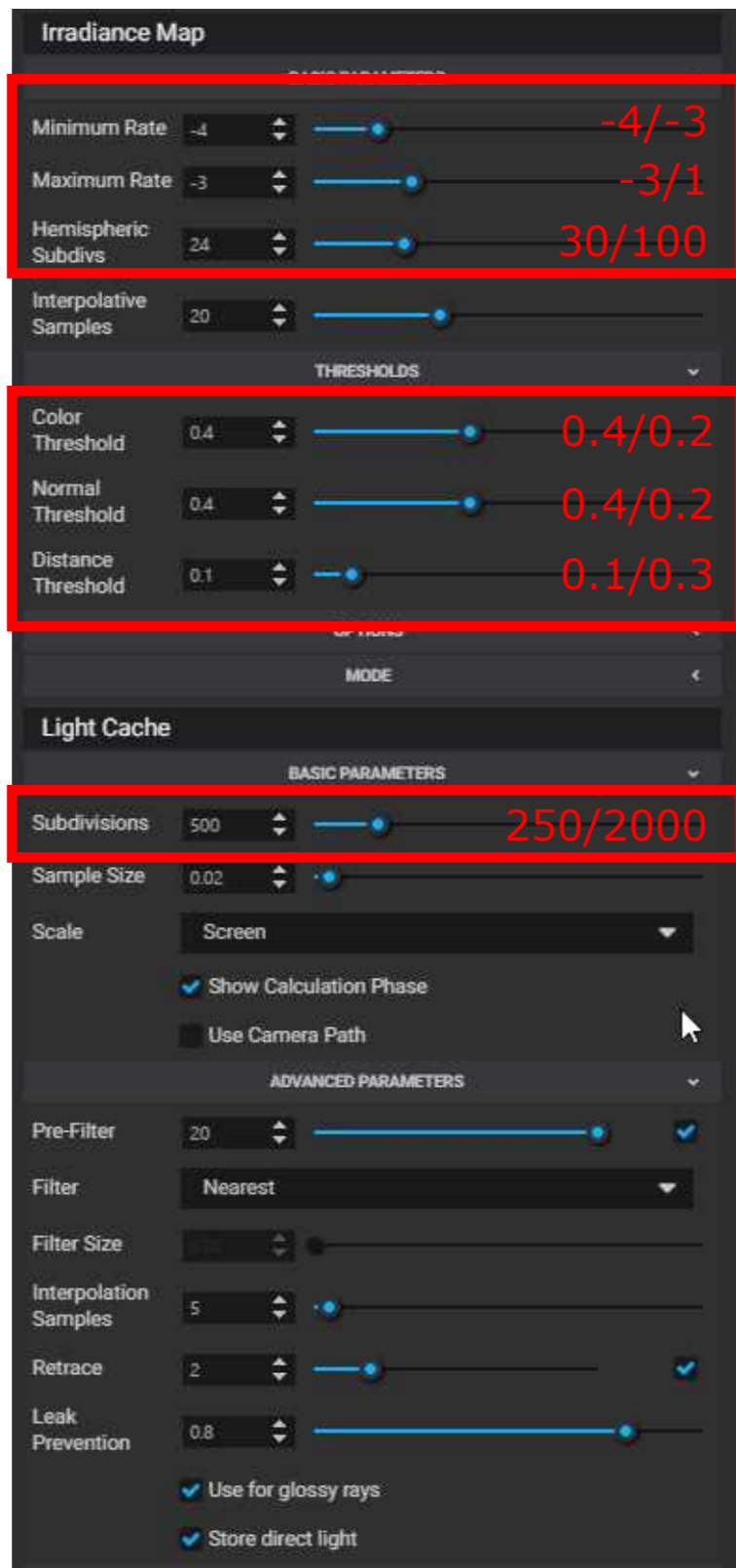
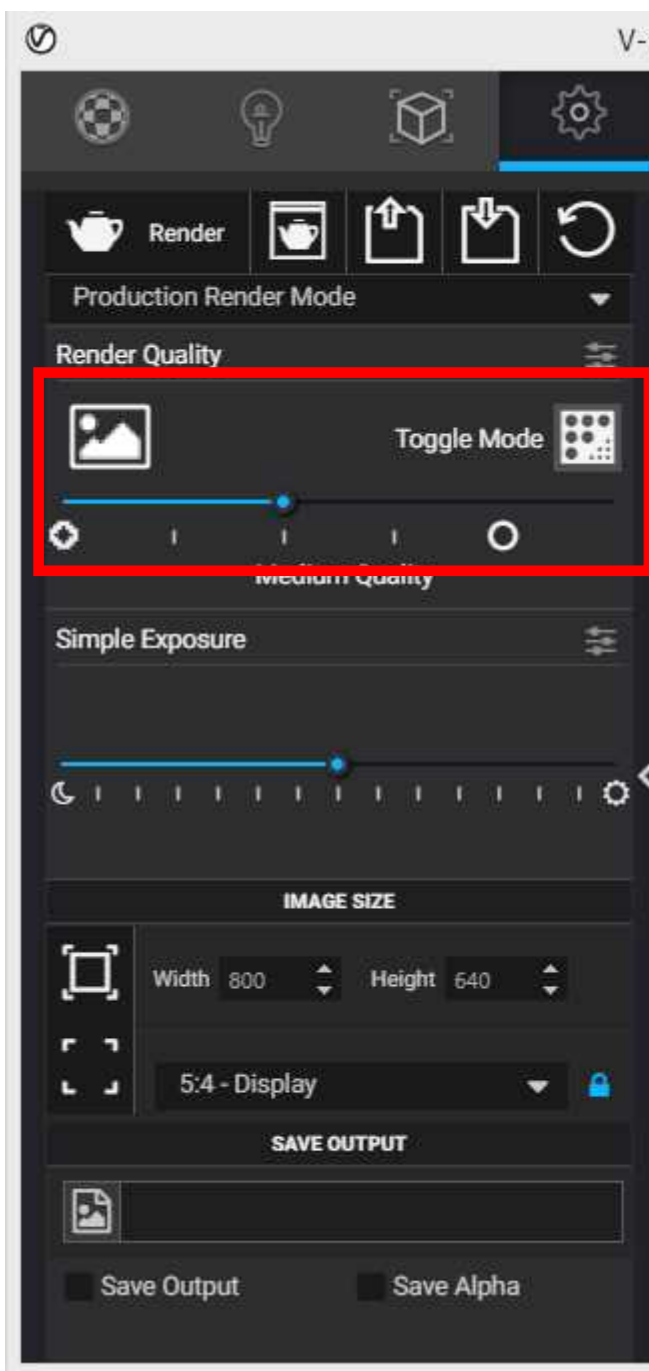
**ADVANCED PARAMETERS**

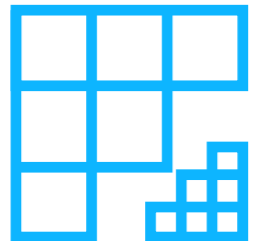
**Pre-Filter** 20  
**Filter** Nearest  
**Filter Size**  
**Interpolation Samples** 5  
**Retrace** 2  
**Leak Prevention** 0.8  
 Use for glossy rays  
 Store direct light



**Brute Force GI**

**Bounces** 3





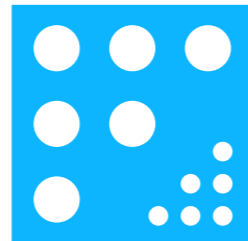
Production Render Mode

Custom Render Quality

GI Value: 0

Shading: 6

Antialiasing: 0 Toggle Mode



Production Render Mode

Custom Render Quality

GI Value: 0

Shading: 6

Progressive: 100% Toggle Mode

Image Sampler

Type: Bucket

Minimum Subdivisions: 1

Maximum Subdivisions: 24

Noise Threshold: 0.05 / 0.002

Min Shading Rate: 6 / 1/64

Bucket Size: 32

AA Filter: Lanczos

Size: [Slider]

DMC Sampler

Adaptive Amount: 0.85

Minimum Samples: 16

Noise Threshold: 0.005

Image Sampler

Type: Progressive

Minimum Subdivisions: 1

Maximum Subdivisions: 100 / 1/100

Render Time (min): 1

Noise Threshold: 0.005

Ray Bundle Size: 128

Min Shading Rate: 6 / 1/64

AA Filter: Lanczos

Size: [Slider]

DMC Sampler

Adaptive Amount: 0.85

Minimum Samples: 16

Noise Threshold: 0.005