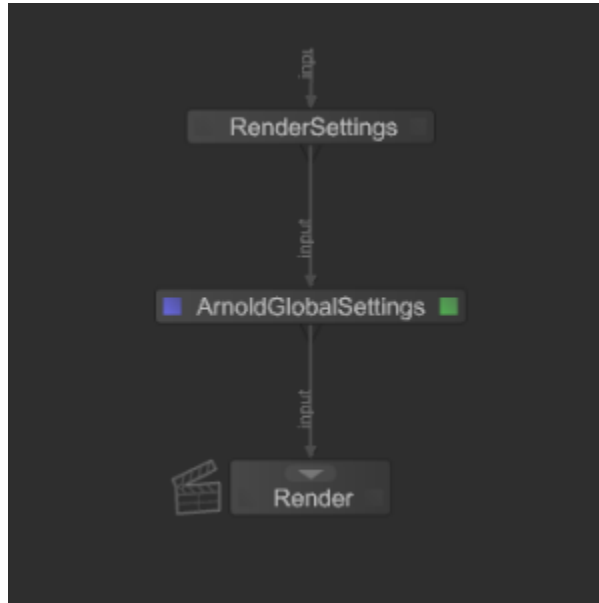


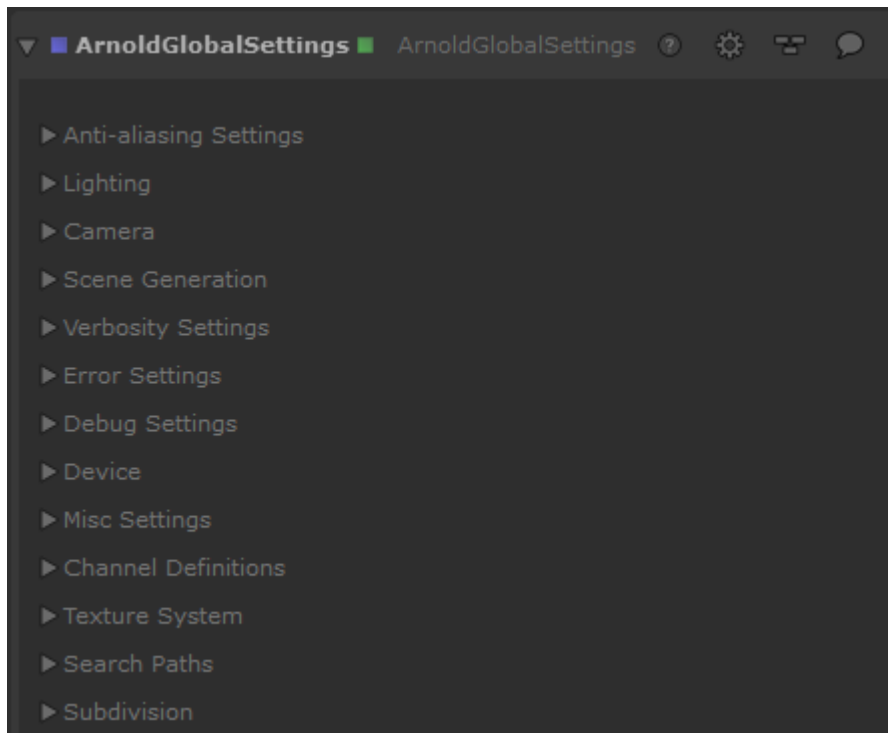
Global Settings

The **ArnoldGlobalSettings** node contains all the render settings to modify the quality of Arnold renders.

- To create an **ArnoldGlobalSettings** node, press tab in the **Node Graph** and start typing its name. When chosen the node should be placed between the **RenderSettings** and **Render** nodes.



- Hover over the node and press **E** or click the right square to edit the parameters. The **Parameter Editor** provides access to the options that control render quality, lights and gamma, as well as error and debug settings.



The parameters are divided into the following groups:

- Anti-aliasing Settings
- Lighting
- Camera
- Scene Generation
- Verbosity Settings
- Error Settings
- Debug Settings
- Device
- Misc Settings
- Channel Definitions
- Texture System
- Search Paths
- Subdivision