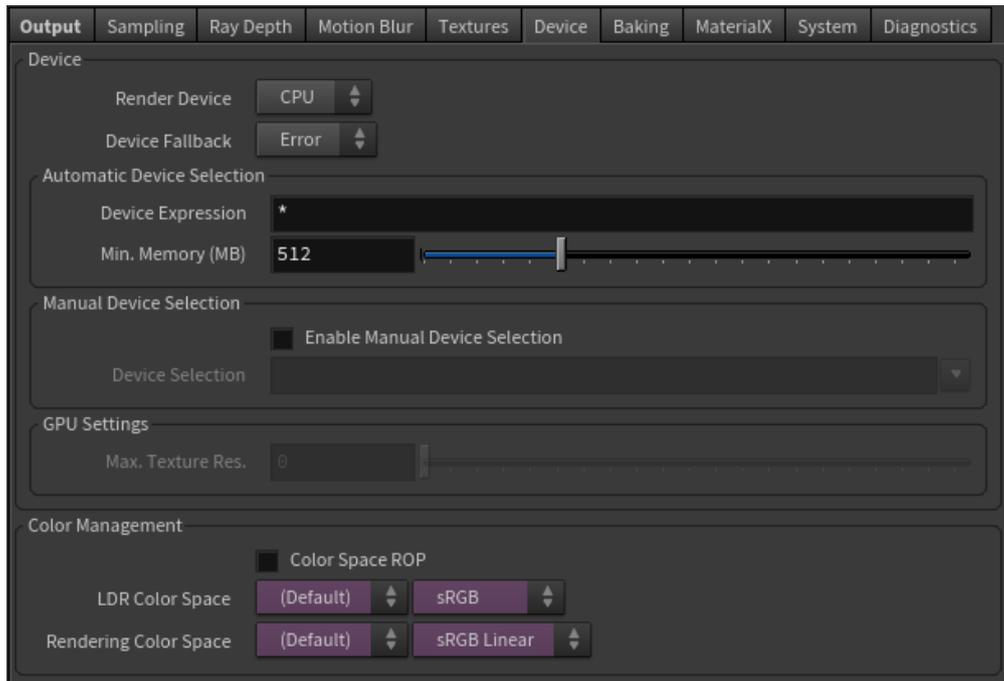


Device



Render Device

Choose between rendering with CPU (default) or GPU.

! When rendering with GPU you must ensure that you are using the correct version of the NVIDIA drivers as stated in the release notes.

i Information on getting started with GPU with Arnold can be found [here](#).

Device Fallback

Choose to switch to rendering with CPU when encountering an error. The default behavior stops the rendering process and produces an error message.

Automatic Device Selection

Automatic is the default. It can be used to select specific GPU cards (useful when submitting to a farm).

GPU Names

A regular expression string used when automatically selecting GPUs by name (supports both glob and RegEx). For example, out of this list of GPUs:

Quadro 6000, Titan V, Titan X, GeForce 1080, GeForce 970.

The expression:

Titan [A-Z]*

Will select all of the Titan cards i.e.

Titan V, Titan X.

Min memory (MB)

The minimum free memory for a GPU to have available to be selected when automatically selecting GPUs. Depending on the scene size, you may have to lower the Min memory. This is also dependant on how much memory you have on your GPU. The default settings act on the side of caution and won't use your GPU if you have less than 512MB available. This is so that all GPU resources aren't used or worse try to use more memory than is available on the GPU. Users should change this parameter at their own risk.

Manual Device Selection (Local Render)

Manually choose which GPU device to use from your local machine. This affects GPU rendering and OptiX denoising.



You can use `CUDA_VISIBLE_DEVICES` (environment variable) to limit which GPUs Arnold (and any other Cuda based application) can see.



You cannot mix RTX and non-RTX graphics cards in the same render.

GPU Settings

Max Texture Resolution

This option clamps the resolution on mipmapped textures.

Color Management

Color Space ROP

Specify that this ROP should be used to define the color spaces for TX conversion.

LDR Color Space

If it exists in the OCIO config, this should be set to the name of the *sRGB* color space. This is used internally for input and output color spaces in *auto* mode for low dynamic range images. If set by the user, this color space is also used as a reference to detect the rendering color space gamut and white point.

Rendering Color Space

This is the default linear color space that Arnold will use as its rendering color space. Arnold's default color space is *sRGB Linear* but this can correspond to any linear color space if needed. If chromaticities for this linear color space can be guessed or are user-specified certain spectral effects will take them into account, but not other adaptations for albedos, transparencies, etc are applied.



More information about color management can be found [here](#).