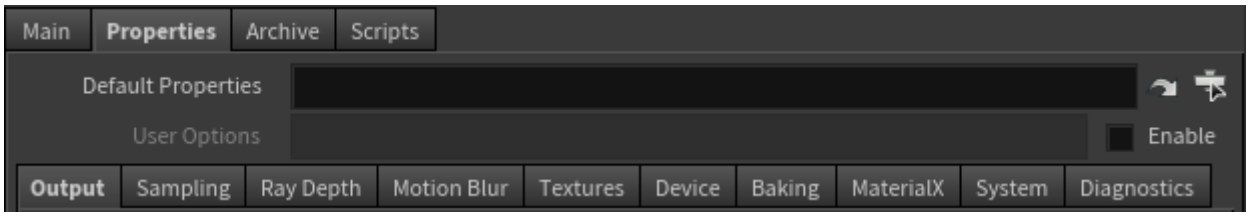
Properties.



The Arnold render settings are under the *Properties* tab which provides access to the parameters that control render quality. They are divided into the following groups:

- Output
- Sampling
- Ray Depth
- Motion Blur
- Textures (settings)
- Baking
- MaterialX Export
- System
- Diagnostics
- Imagers

User Options

This is a general-purpose property, consisting of a string. This string field can be set to override any parameter of an Arnold core node. This allows you to, for example, access and set Arnold core parameters currently not exposed in the user interface. The property can be applied to poly-meshes, hair, and lights.

> This is a powerful option and should be used with some care. The string is passed to the Arnold node directly, and it is up to the user to fully understand the parameters being set.

You can query the list of parameters an Arnold core node has by using kick. For instance, you can get the attribute names of a polymesh node by using:

```
kick -info polymesh
```

> Always refer to the core Arnold nodes (see the bottom of page), and not to the parameter's name as exposed in the Arnold plugin.

If you want to set multiple Arnold parameters in a User Options string, you can use any whitespace (spaces, tabs, newlines e.g., \n) that you would use in an actual ASS file.

```
node:          polymesh
type:          shape
output:        <null>
parameters:    45
filename:      <built-in>
version:       5.0.0.0

Type           Name                                Default
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BYTE           visibility                          255
BYTE           sidedness                           255
BOOL           receive_shadows                     true
BOOL           self_shadows                        true
BOOL           invert_normals                      false
FLOAT          ray_bias                            1e-06
MATRIX[]       matrix                              <empty>
ENUM           transform_type                      rotate_about_center
NODE[]         shader                              <empty>
BOOL           opaque                              true
BOOL           matte                               false
BOOL           use_light_group                     false
NODE[]         light_group                         <empty>
BOOL           use_shadow_group                    false
NODE[]         shadow_group                        <empty>
STRING[]       trace_sets                          <empty>
FLOAT          motion_start                        0
FLOAT          motion_end                          1
UINT           id                                  0
UINT[]         nsides                              <empty>
UINT[]         vidxs                               <empty>
UINT[]         polygon_holes                       <empty>
UINT[]         nidxs                               <empty>
UINT[]         uvidxs                              <empty>
UINT[]         crease_idxs                         <empty>
FLOAT[]        crease_sharpness                    <empty>
BYTE[]         shidxs                              <empty>
VECTOR[]       vlist                               <empty>
VECTOR[]       nlist                               <empty>
VECTOR2[]      uvlist                              <empty>
BOOL           smoothing                           false
ENUM           subdiv_type                         none
BYTE           subdiv_iterations                   1
FLOAT          subdiv_adaptive_error               0
ENUM           subdiv_adaptive_metric              auto
ENUM           subdiv_adaptive_space               raster
ENUM           subdiv_uv_smoothing                 pin_corners
BOOL           subdiv_smooth_derivs                false
NODE[]         disp_map                            <empty>
FLOAT          disp_padding                        0
FLOAT          disp_height                         1
FLOAT          disp_zero_value                     0
BOOL           disp_autobump                       false
BYTE           autobump_visibility                 1
STRING         name
```

List of 'kick -info polymesh' available through Kick