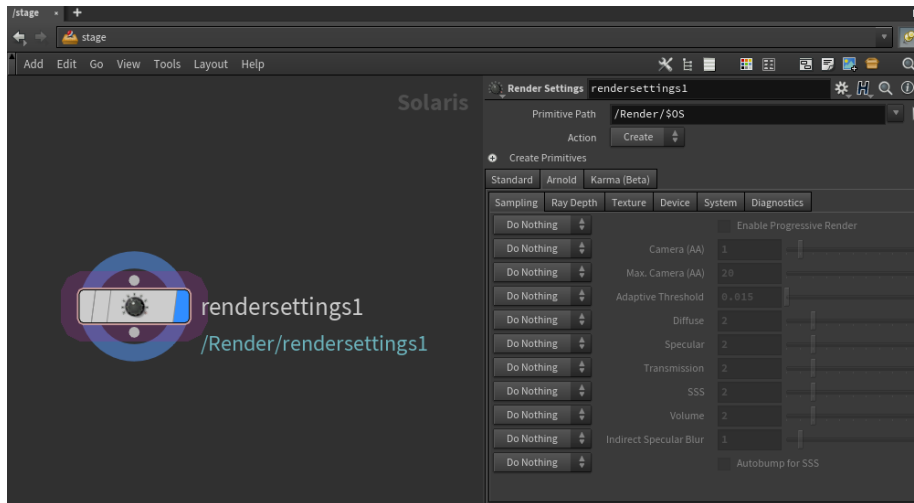


Render Settings



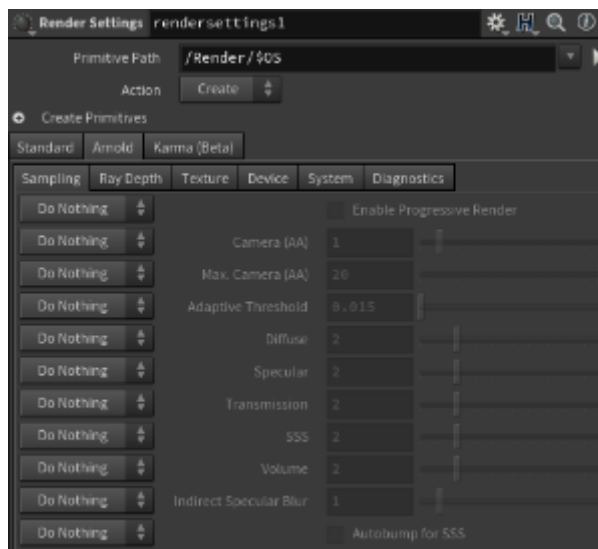
Render Settings LOP (stage)

An Arnold specific tab containing similar parameters to the [Arnold ROP](#) is available here in [Solaris](#), created under the *Rendering -> Render Settings* menu item. The Arnold tab is automatically created with the *RenderSettings* LOP, and contains the following Tabs to control the Arnold render settings:

i By default, none of the parameters are set in the USD unless specified by [Creating and Setting Attributes](#).

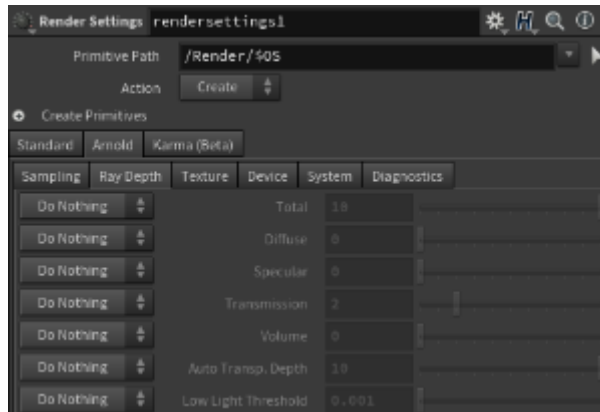
Sampling

These settings control the sampling quality of the rendered images. More information about the sampling parameters can be found [here](#).



Ray Depth

This tab contains the parameters to control the Arnold ray depth parameters. See the [Ray Depth](#) documentation on the Arnold ROP.



Texture

This tab contains the parameters to control the Arnold texture parameters. See the [Textures](#) documentation on the Arnold ROP.



Device

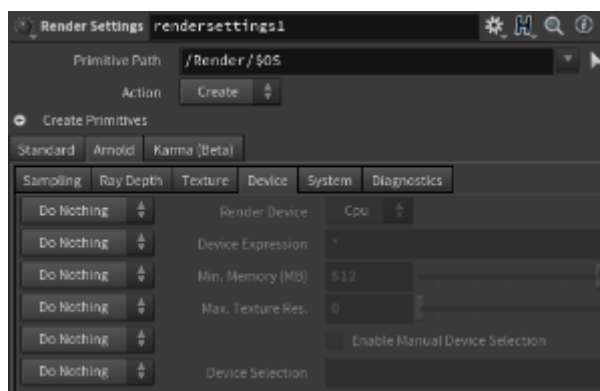
Choose between rendering with CPU (default) or GPU.



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

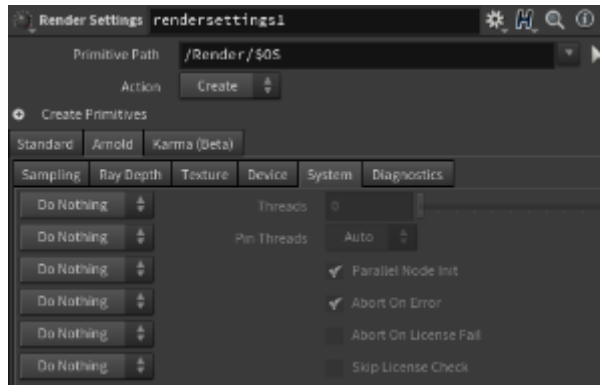


Information on getting started with GPU with Arnold can be found [here](#).



System

This tab contains the parameters to control the Arnold system parameters. See the [System](#) documentation on the Arnold ROP.



Diagnostics

This tab contains the parameters to control the Arnold diagnostic parameters. See the [Diagnostics](#) documentation on the Arnold ROP.

