

# Arnold Render Options

SltoA has its own Render Options panel to control Arnold-specific features such as multi-threading, sampling quality, etc. These Render Options can be global to all passes or apply to a specific pass only.

To open this panel, from the Softimage menu, select Explorer / Passes or Render / Renderer Options (or bring up the Render Manager via Render / Render Manager):

The menus provided on each tab beneath Arnold Render Options are described in more detail in the topics below:

- [System](#)
- [Output](#)
- [Sampling](#)
- [Motion Blur](#)
- [Depth of Field](#)
- [Subdivision](#)
- [Ray Depth](#)
- [Textures - settings](#)
- [Diagnostics](#)
- [ASS Archives](#)