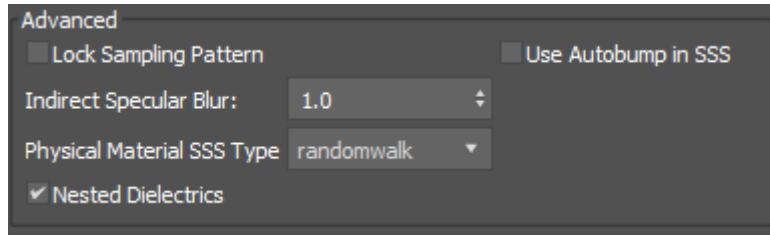


Advanced



Lock Sampling Pattern

Locks the AA_seed so that the sampling noise won't change with the frame number (avoiding the film grain look).

Use Autobump in SSS

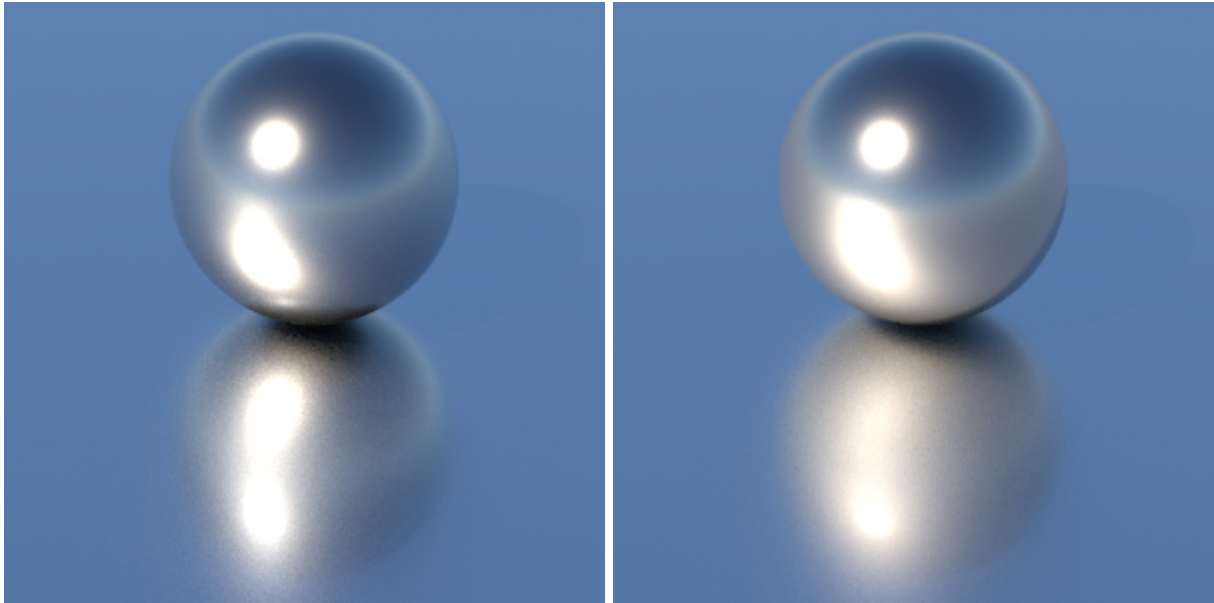
If enabled, *autobump* is visible in SSS. Enabling this option will take into account the effect that *displacement_autobump* has on the ray-traced BSSRDF's result. This helps capture the high-frequency details of the surface more accurately when using *autobump*.

! Beware that enabling this option will triple shader evaluations with SSS, resulting in much longer render times.



Indirect Specular Blur

Sets indirect specular blurring to reduce caustic noise. Setting to zero gives the most accurate but also noisy renders, while higher values blur caustics to reduce noise.



1 (default)

5

Physical Material SSS Type

Choose the type of [SSS](#) to be used with the [Physical Material](#).

Nested Dielectrics

Enables the "nested dielectrics" system for IOR tracking in scenes with adjacent dielectrics. Defaults to on.