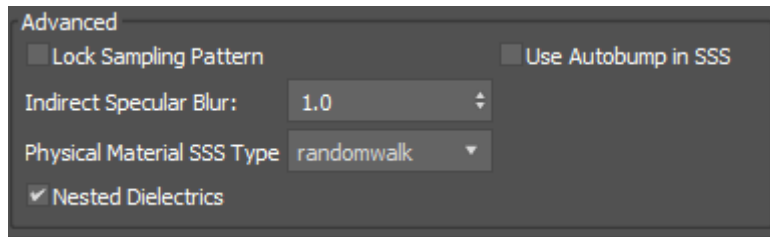


# Advanced



## 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

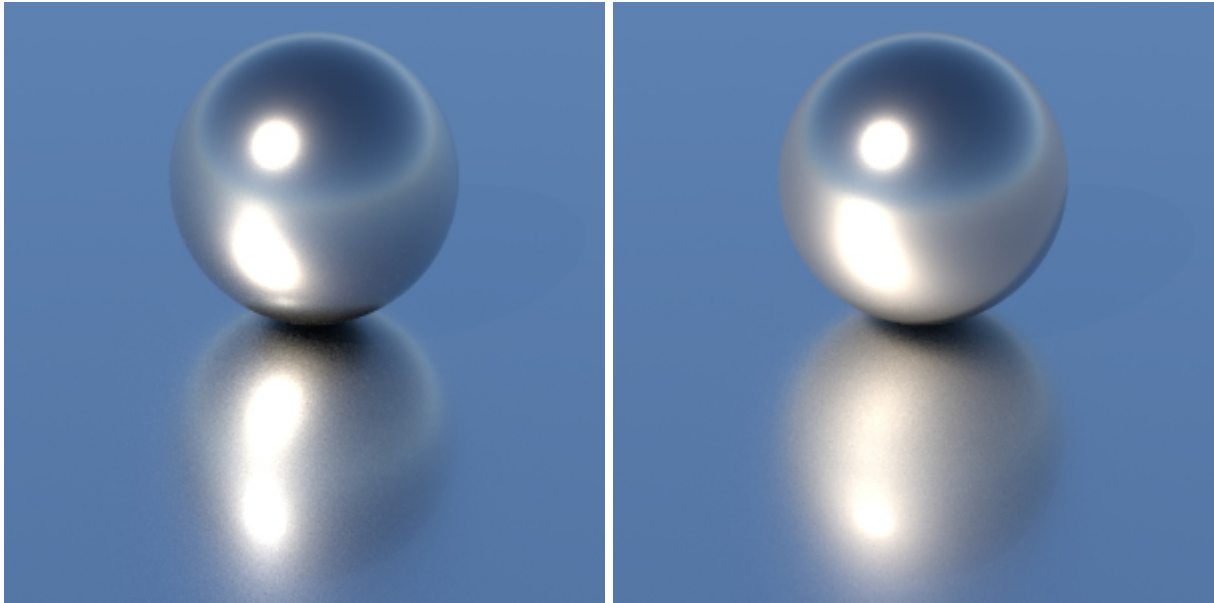
If enabled, *autobump* is visible in SSS. Enabling this option will take into account the effect that *displacement\_autobump* has on the ray-traced BSSRDF's result. This helps capture the high-frequency details of the surface more accurately when using *autobump*.

**!** 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.