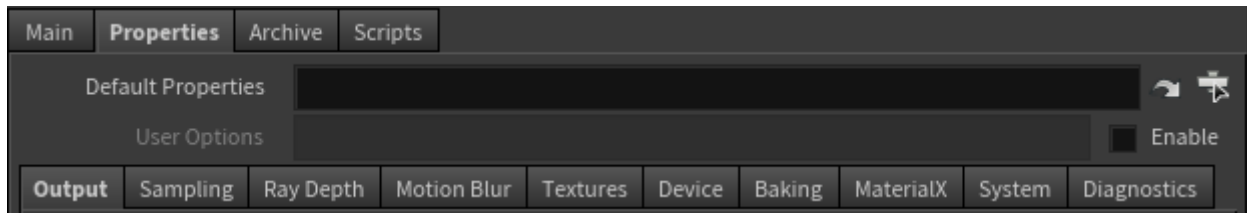


Properties.



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.

For example, if sharper renders are important, you could set *texture_max_sharpen* to 1.5. Another example would be to set *options.gpu_sparse_textures* to 0 to disable sparse textures.

You can query the list of parameters an Arnold core node has by using a *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: 40
filename:  <built-in>
version:   5.0.0.0

```

Type	Name	Default
INT	visibility	255
INT	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
NOBLE[]	shader	<empty>
BOOL	opaque	true
BOOL	matte	false
BOOL	use_light_group	false
NOBLE[]	light_group	<empty>
BOOL	use_shadow_group	false
NOBLE[]	shadow_group	<empty>
STRING[]	trace_sets	<empty>
FLOAT	motion_start	0
FLOAT	motion_end	1
INT	id	0
INT[]	n_ids	<empty>
INT[]	vids	<empty>
INT[]	polyon_holes	<empty>
INT[]	n_ids	<empty>
INT[]	u_ids	<empty>
INT[]	crease_ids	<empty>
VECTOR[]	crease_sharpness	<empty>
INT[]	h_ids	<empty>
VECTOR[]	wlist	<empty>
VECTOR[]	nlist	<empty>
VECTOR[]	uolist	<empty>
BOOL	smoothing	false
ENUM	subdiv_type	none
INT	subdiv_iterations	1
FLOAT	subdiv_adaptive_error	0
ENUM	subdiv_adaptive_metric	auto
ENUM	subdiv_adaptive_space	rastr
ENUM	subdiv_uv_smoothing	pin_corners
BOOL	subdiv_smooth_derivs	false
NOBLE[]	disp_map	<empty>
NOBLE[]	disp_maping	0
FLOAT	disp_height	1
FLOAT	disp_zere_value	0
BOOL	disp_autobump	false
INT	autobump_visibility	1
STRING	name	

'kick-info polymesh' parameters available through *kick*