

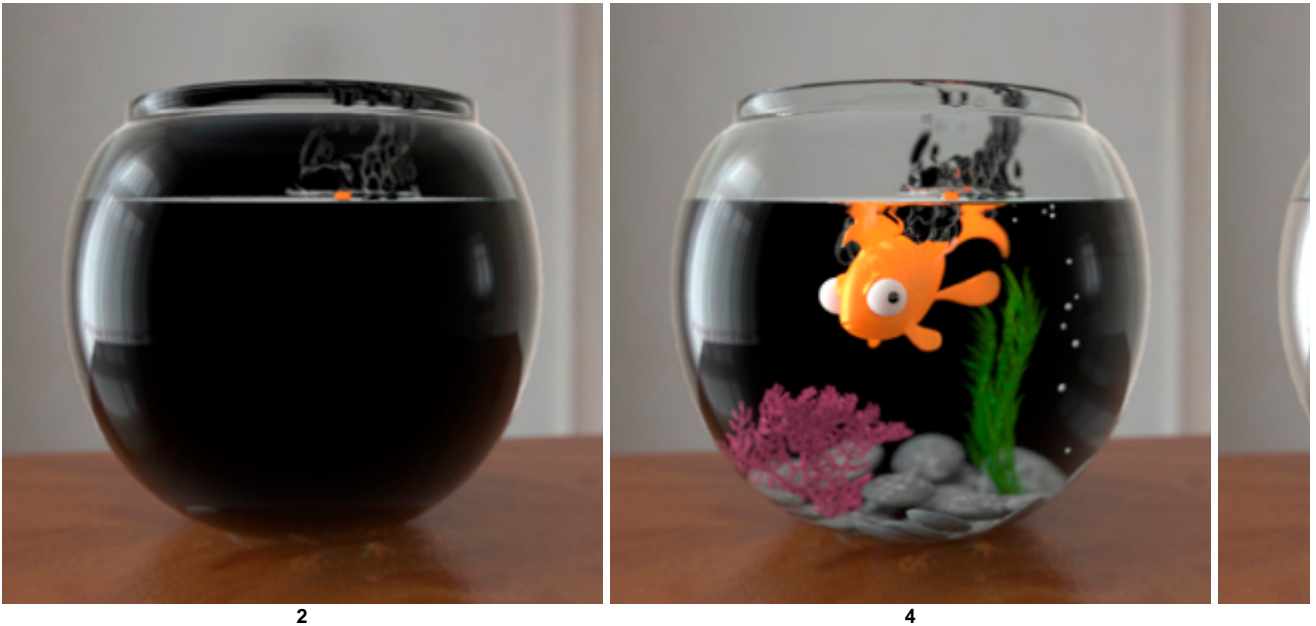
Render-Settings

✔ If you are experiencing long render times using glass surfaces, select the mesh and disable '*enable_internal_reflections*' in the *Advanced* section of the *standard_surface* shader.

Refraction Depth

Correct *transmission_depth* settings are important for achieving realistic glass and water effects. Bear in mind that higher values will increase render time.

By default, Arnold uses a *transmission_depth* of 8.



The scene below contains many glass surfaces. Increasing the *transmission_depth* reveals more detail in the refracted glass.



Total Depth

When increasing ray depth settings, make sure that the total depth is set high enough to include the *transmission_depth*.

The total depth specifies the total maximum recursion depth of any ray in the scene (*diffuse* + *transmission* + *specular* < Total).

Final Render

Here is the final image. The *transmission_depth* has been left at the default value of 8. Higher values may be required to reduce further areas in the splashed water where the render appears solid black.

