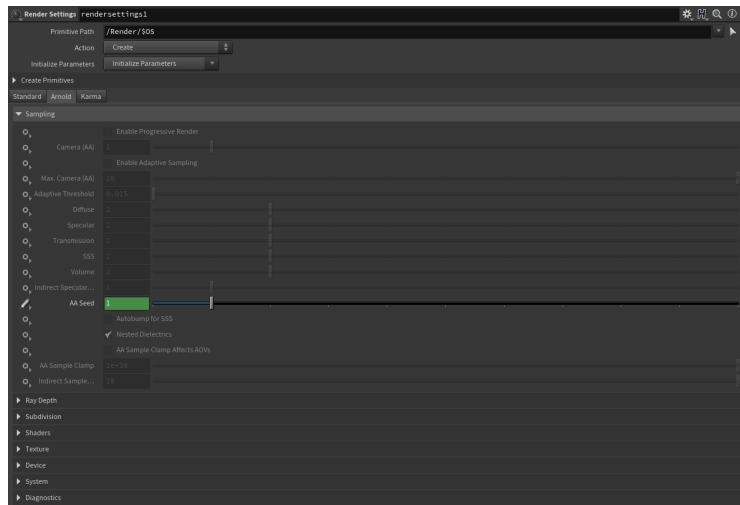


Render Settings



Render Settings LOP (stage)

An Arnold-specific tab containing similar parameters to the [Arnold ROP](#) is available here in [Solaris](#), created under the *Rendering* -> *Render Settings* menu item. The Arnold tab is automatically created with the *RenderSettings* LOP, and contains the following Tabs to control the Arnold render settings:

i By default, none of the parameters are set in the USD unless specified by [Creating and Setting Attributes](#).

Sampling

These settings control the sampling quality of the rendered images. More information about the sampling parameters can be found [here](#).

Ray Depth

This tab contains the parameters to control the Arnold ray depth parameters. See the [Ray Depth](#) documentation on the Arnold ROP.

Shaders

Connect [Background](#), [Atmosphere](#), and [AOV shaders](#) here.

Texture

This tab contains the parameters to control the Arnold texture parameters. See the [Textures](#) documentation on the Arnold ROP.

Device

Choose between rendering with CPU (default) or GPU.

! **When rendering with GPU you must ensure that you are using the correct version of the NVIDIA drivers as stated in the release notes.**

i Information on getting started with GPU with Arnold can be found [here](#).

System

This tab contains the parameters to control the Arnold system parameters. See the [System](#) documentation on the Arnold ROP.

Diagnostics

This tab contains the parameters to control the Arnold diagnostic parameters. See the [Diagnostics](#) documentation on the Arnold ROP.