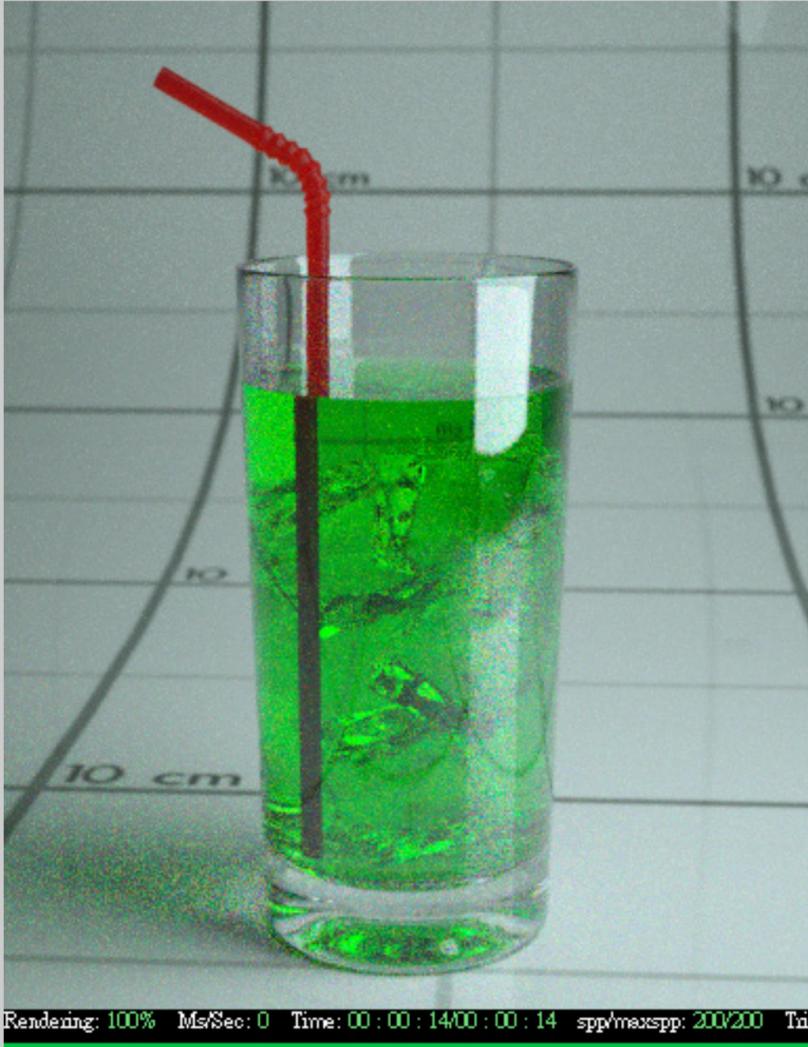


Octane Settings

Kernels

Max. Samples Total number of samples for the image.



Max. Samples: 50. Time: 14"



Max. Samples: 2000. Time: 2' 18"

Diffuse depth Total number of lights bouncing between surfaces.



Diffuse depth: 0. Time: 7"



Diffuse depth: 16. Time: 15"

Octane Settings

Kernels

Specular depth Total number of raytracing lights.



Specular depth: 6. Time: 1' 8"



Specular depth: 24. Time: 2' 18"

Path term. power Increase the value will render faster, but get noisier image.



Path term. power: 1. Time: 1"

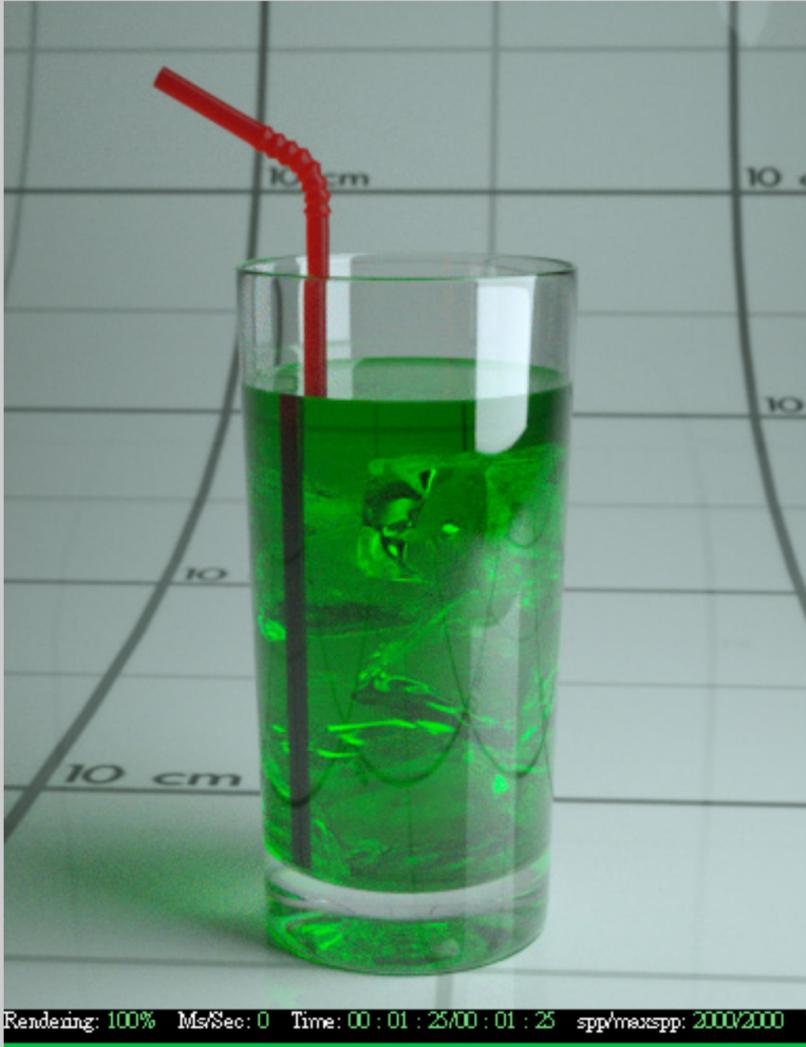


Path term. power: 0. Time: 2"

Octane Settings

Kernels

Ray epsilon Fix the faces intersecting problem if the scene scale is very huge.

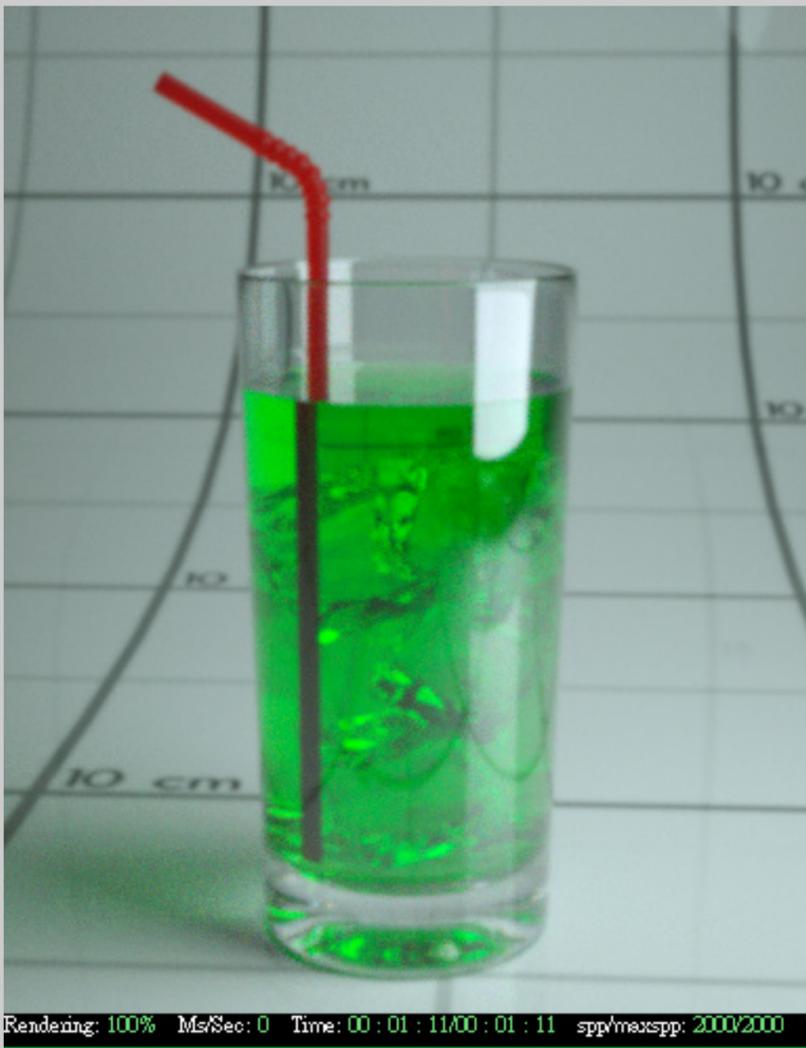


Ray epsilon: 0.005. Time: 1' 25"



Ray epsilon: 0.0001. Time: 2' 18"

Filter size Blurring pixels to fix AA artifacts problem.



Filter size: 3. Time: 1' 11"



Filter size: 1.2. Time: 2' 18"

Octane Settings

Kernels

Alpha Channel Generate alpha channel (Alpha Channel at Render Settings is needed).



Alpha channel: On



Alpha channel: Off

Keep Environment Show the environment background if alpha channel is activated.



Alpha channel: On
Keep Environment: On

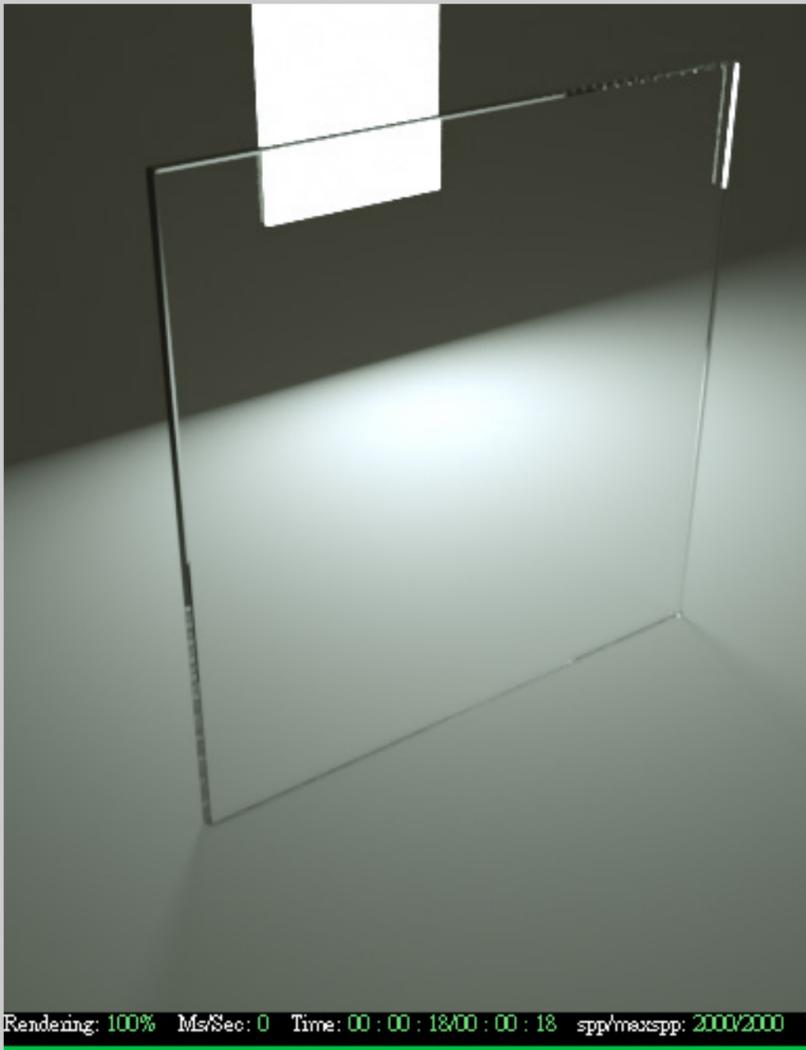


Alpha channel: On
Keep Environment: Off

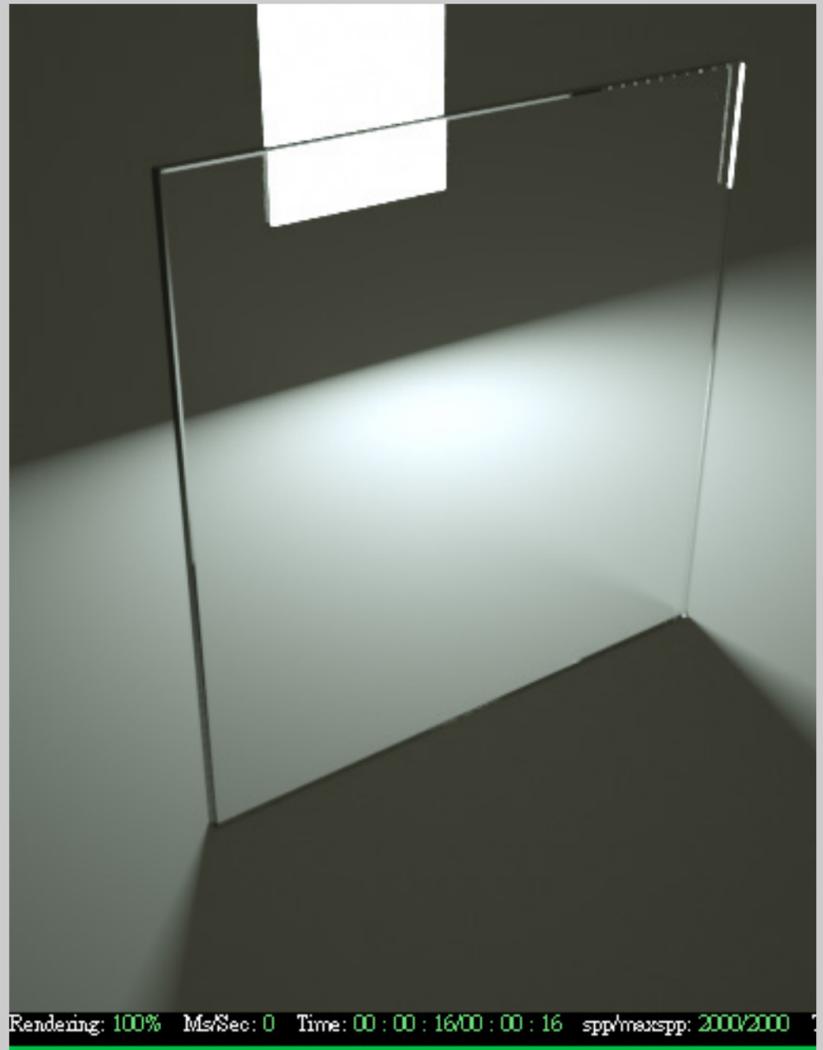
Octane Settings

Kernels

Alpha shadows Give transparent objects transparent shadows.



Alpha shadows: On



Alpha shadows: Off

Caustics blur Blur out the caustics to reduce noise.



Caustics blur: 0

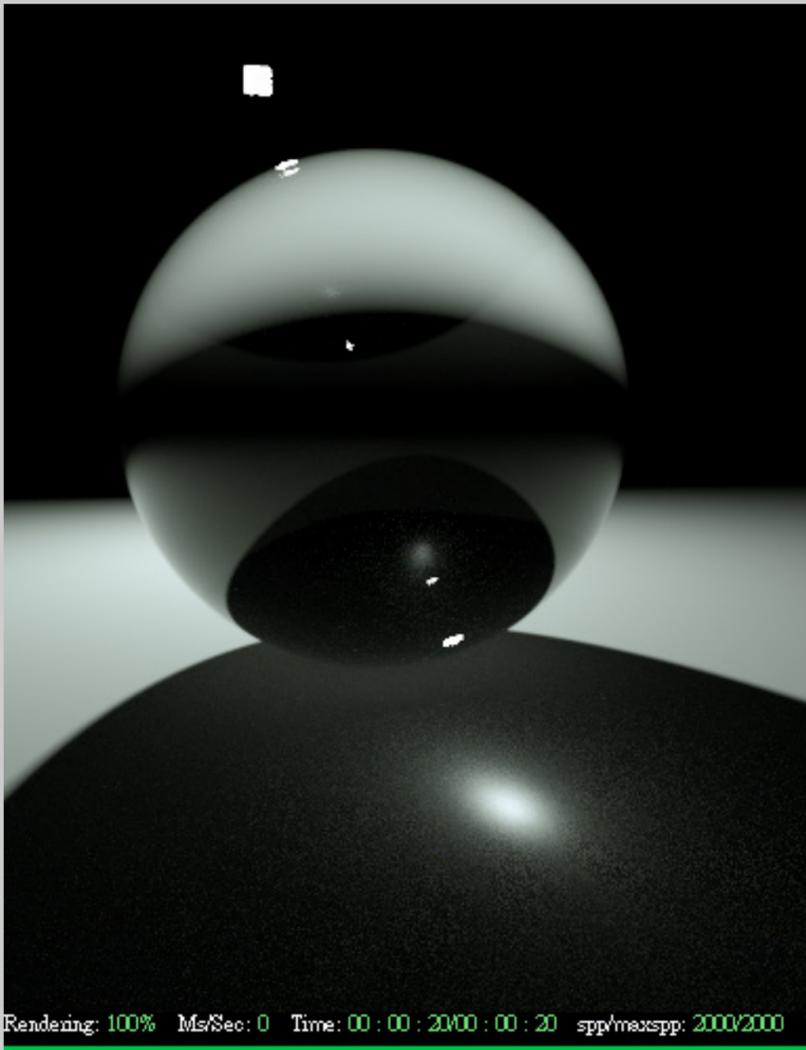


Caustics blur: 1

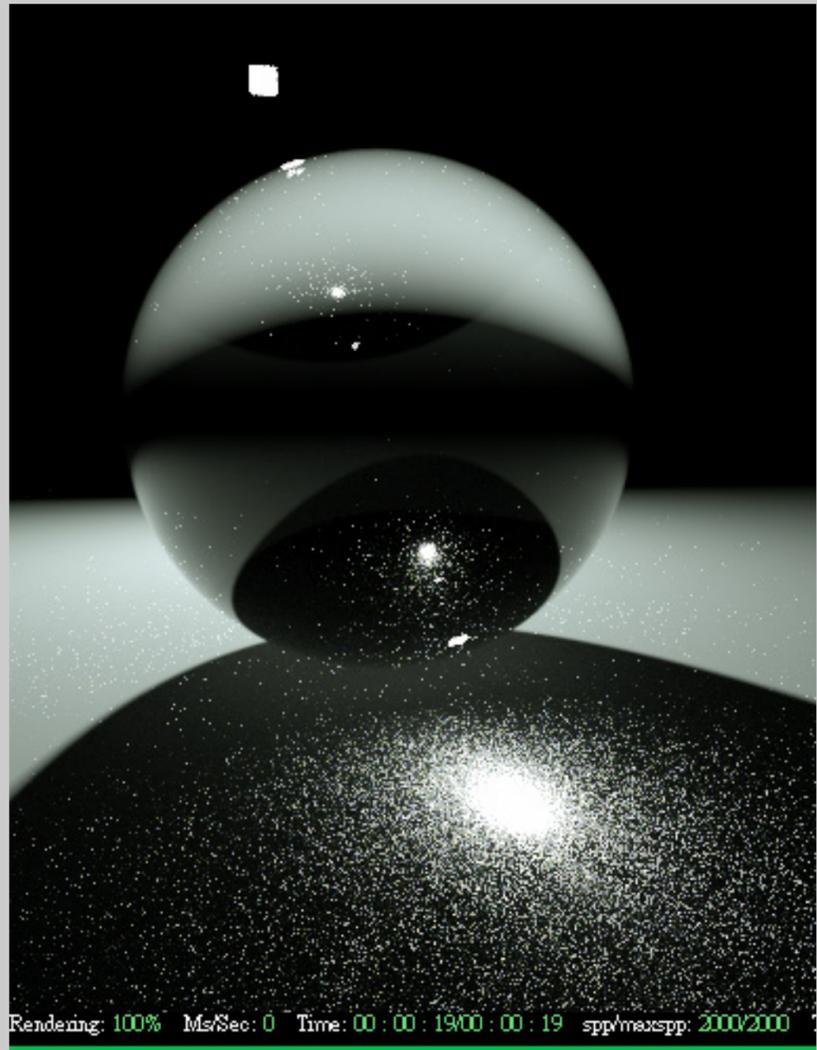
Octane Settings

Kernels

GI clamp Clamp the highlight spot to reduce fireflies.



GI clamp: 10



GI clamp: 1000000

Coherent mode Enhance render speed. Color will incorrect at the first samples.



Coherent mode: On. Time: 1' 10"

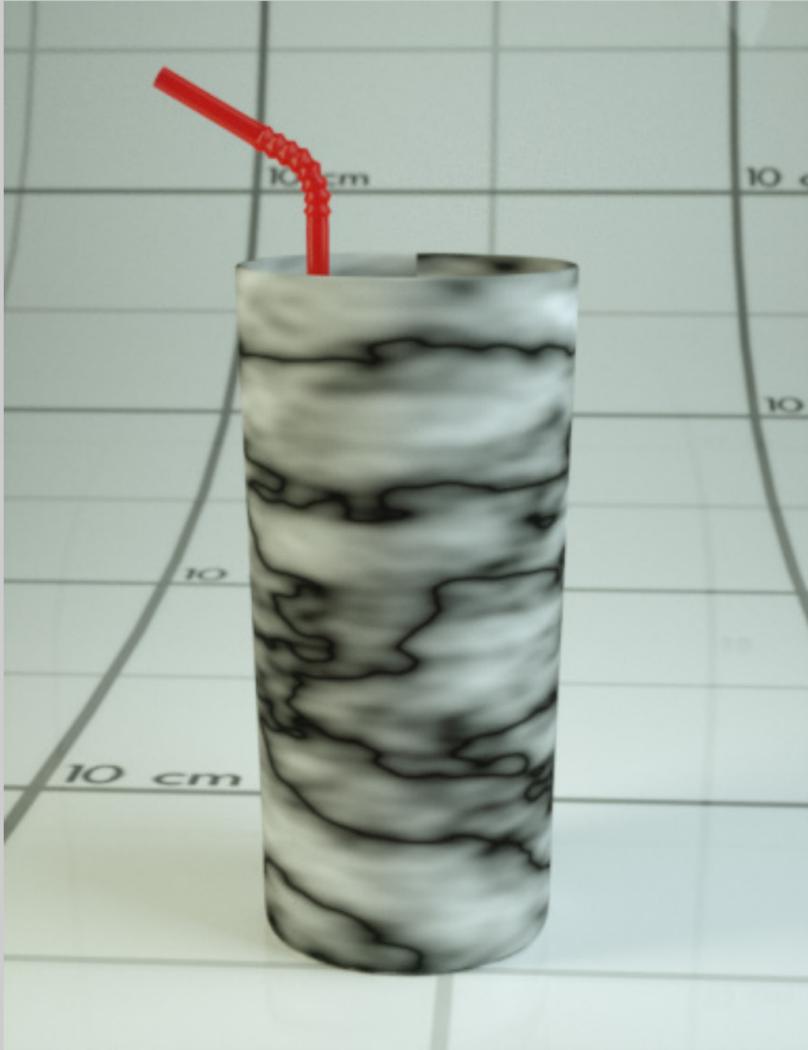


Coherent mode: Off. Time: 1' 42"

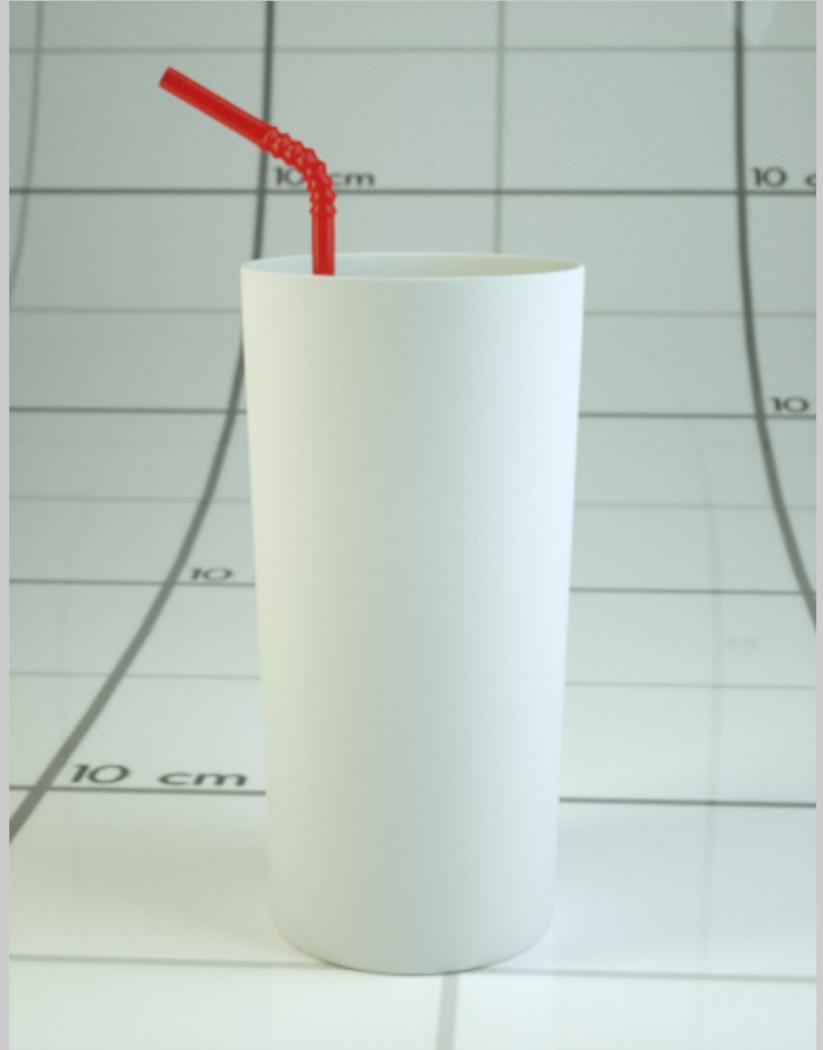
Octane Settings

Settings

C4D shaders(2D) Octane will bake every C4D 2D textures if active.

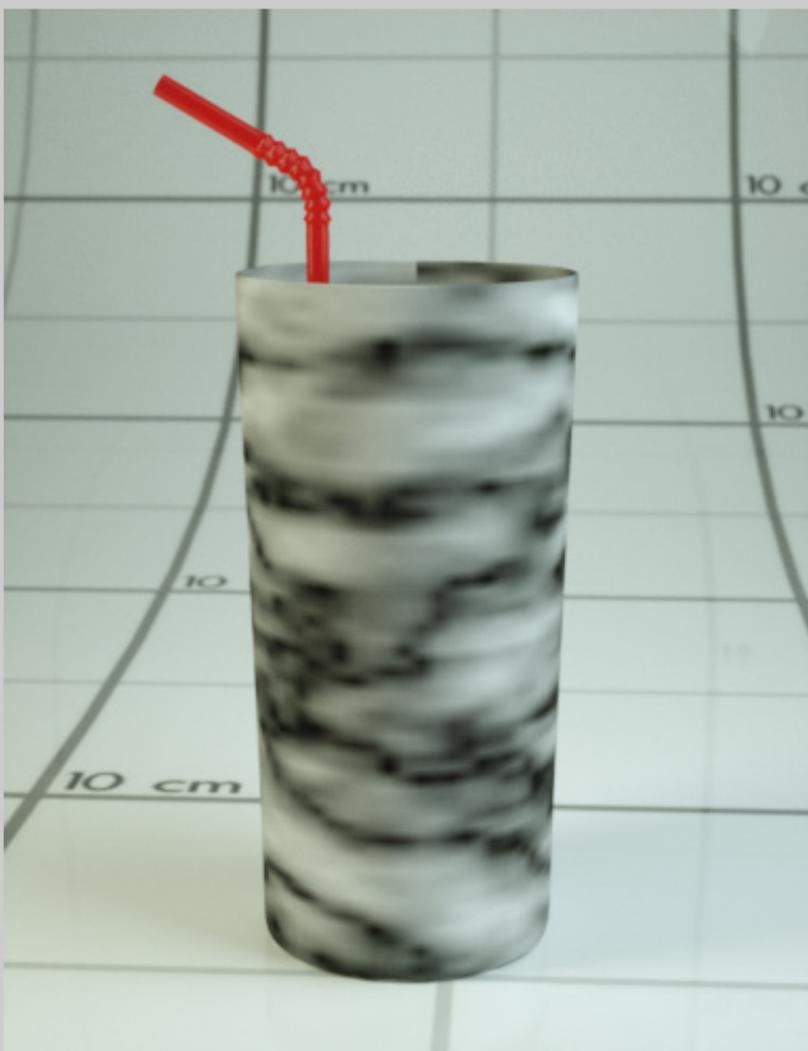


Enable

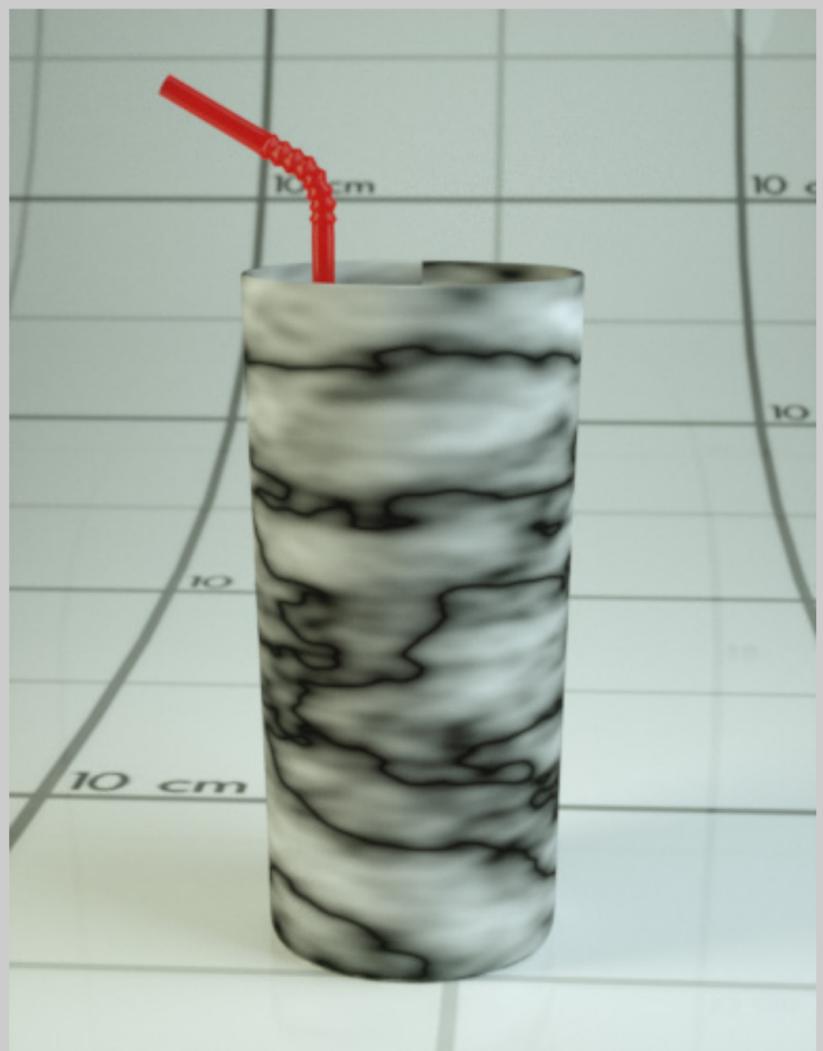


Disable

Render size Set the resolution while baking C4D 2D textures.



Render size: 64x64



Render size: 2048x2048

Octane Camera Tag

Motion Blur

Active to enable motion blur



Enable

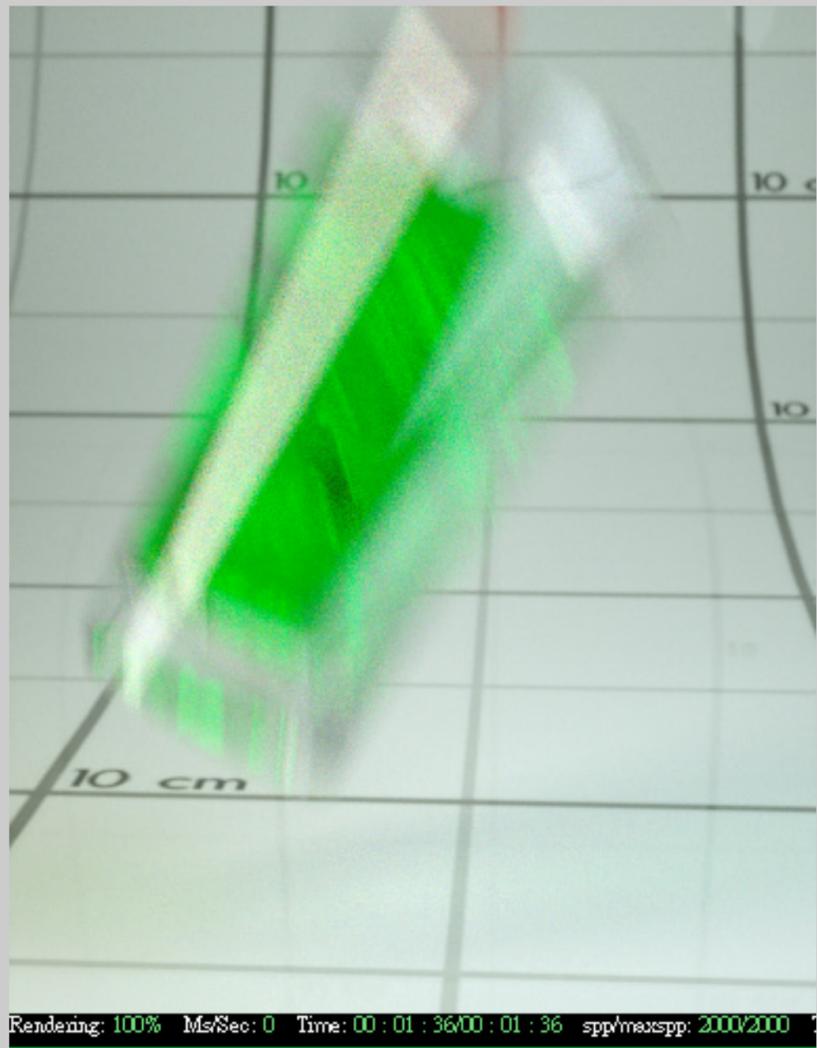


Disable

Shutter(sec.) Set shutter speed(Sec.)



Shutter: 0.05

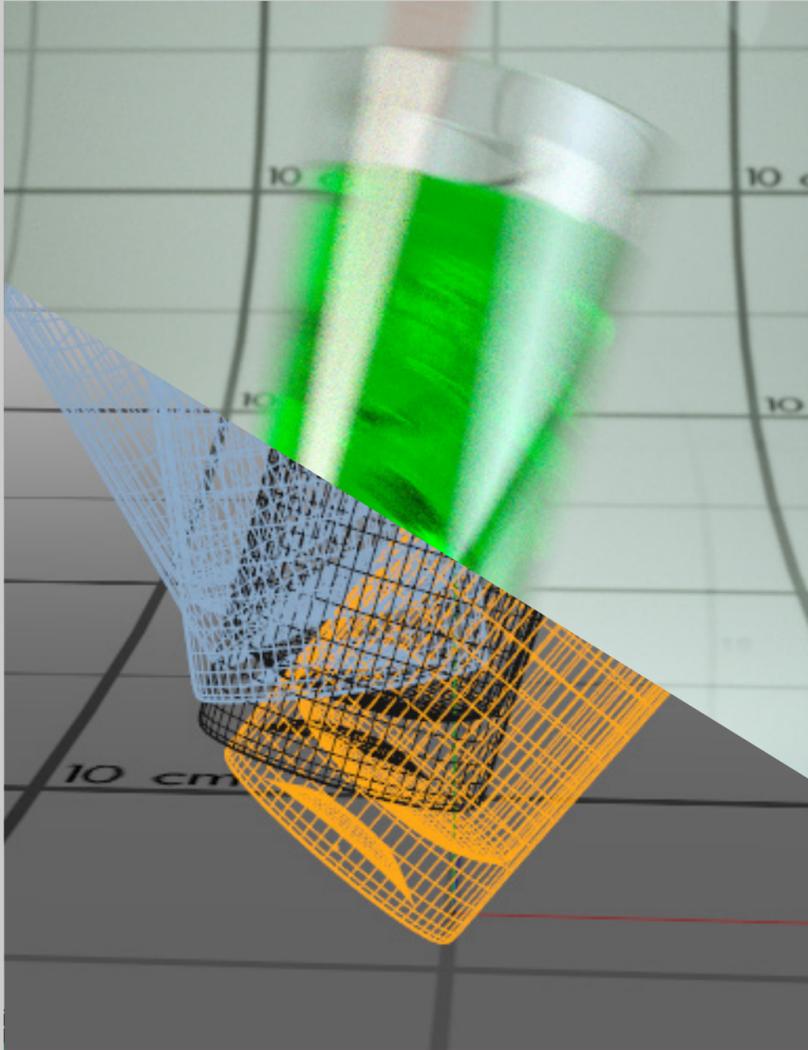


Shutter: 0.1

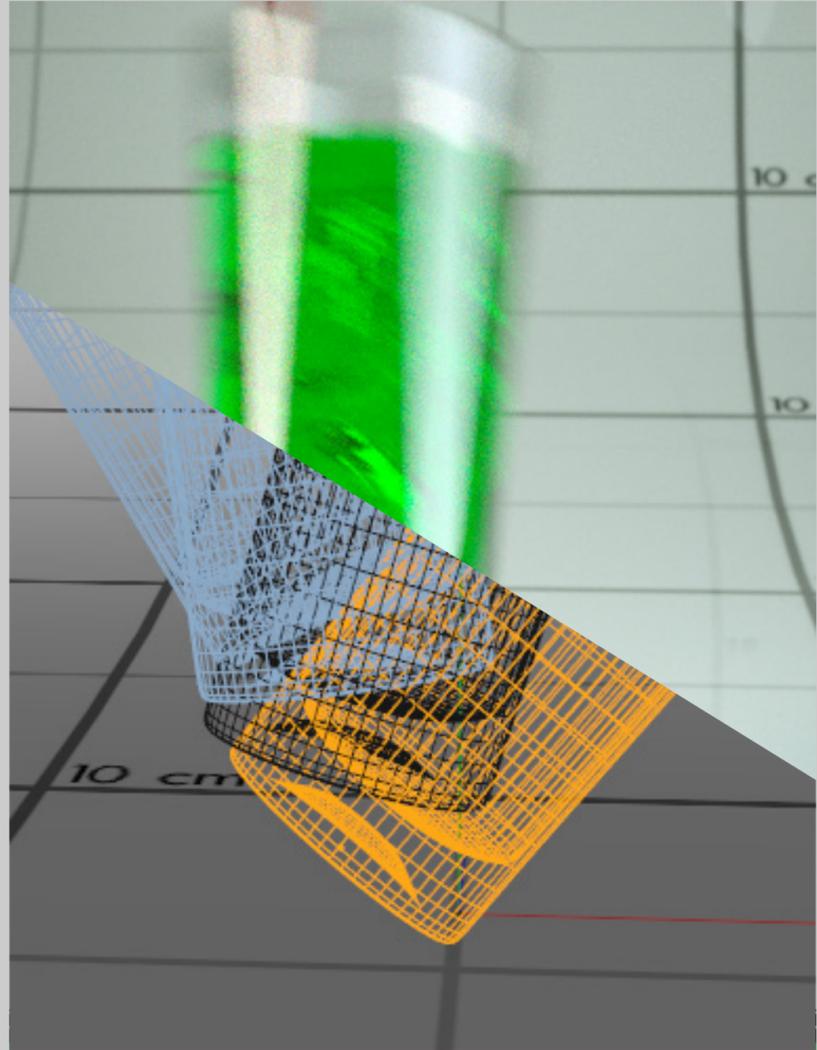
Octane Camera Tag

Motion Blur

Time shift Set the time offset(Frame)

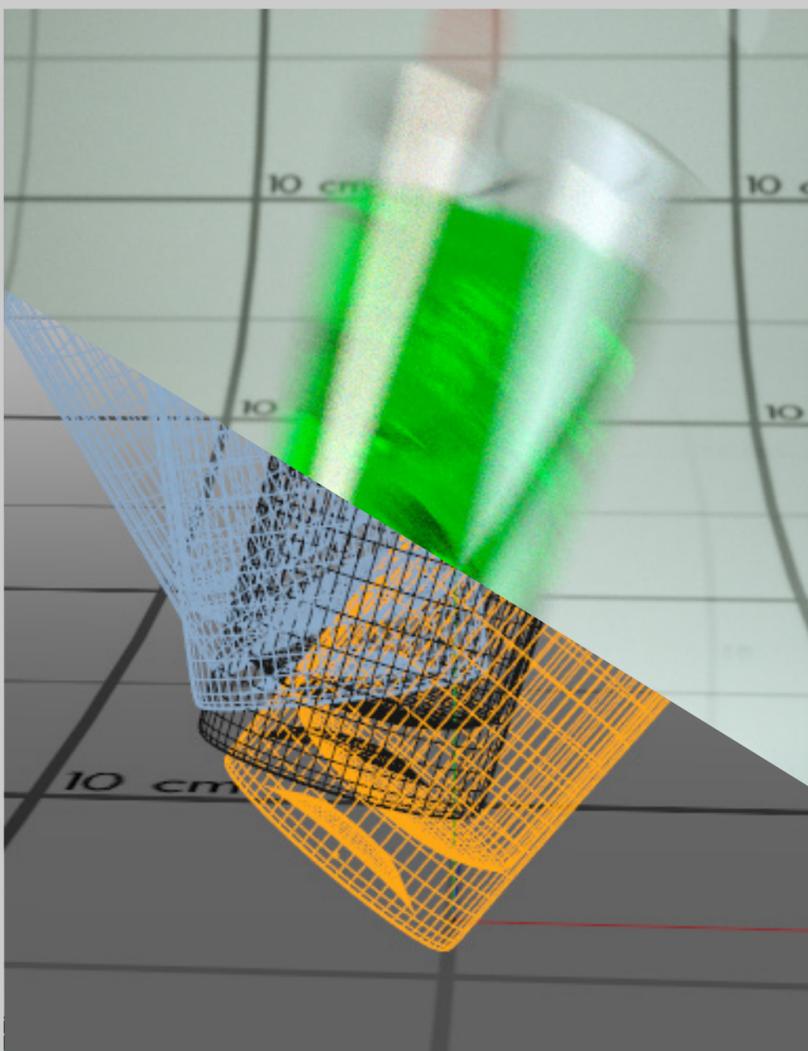


Time shift: 0

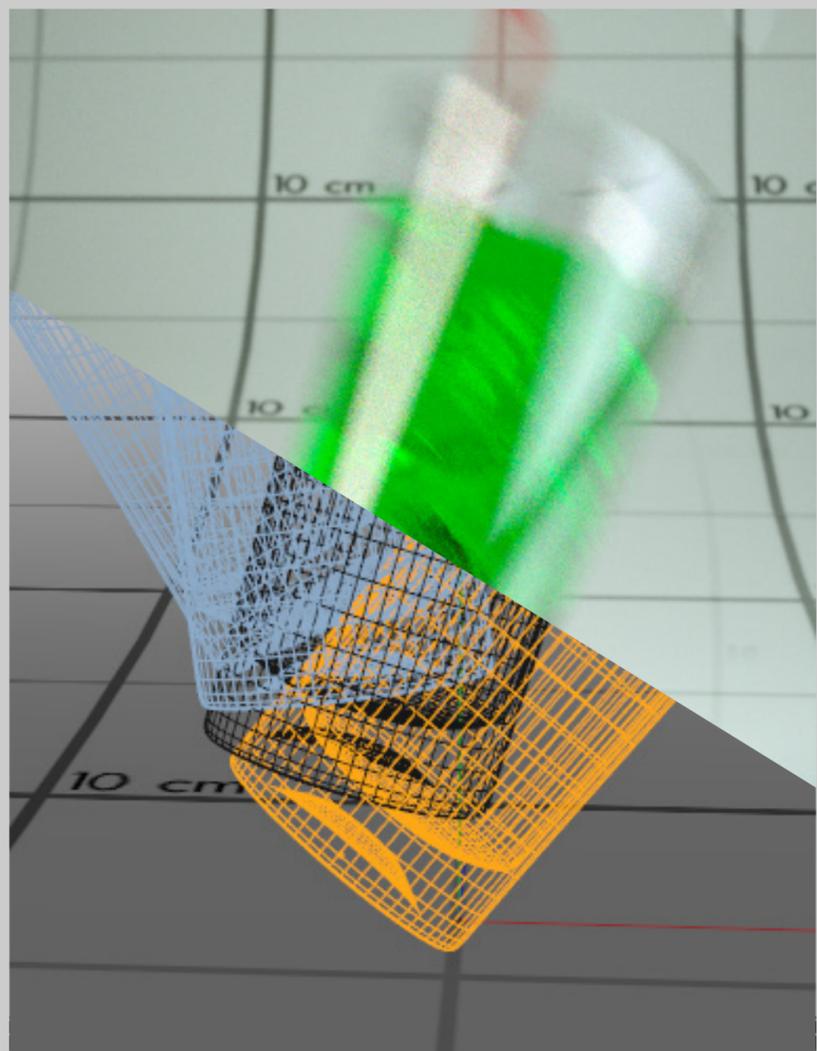


Time shift: -0.5

Shutter alignment Set the way how Octane calculating shutter.



Shutter alignment: Centered



Shutter alignment: After

Octane Camera Tag

Thinlens

Aperture Set aperture size(not traditional camera unit). Increase value will get blurry image.

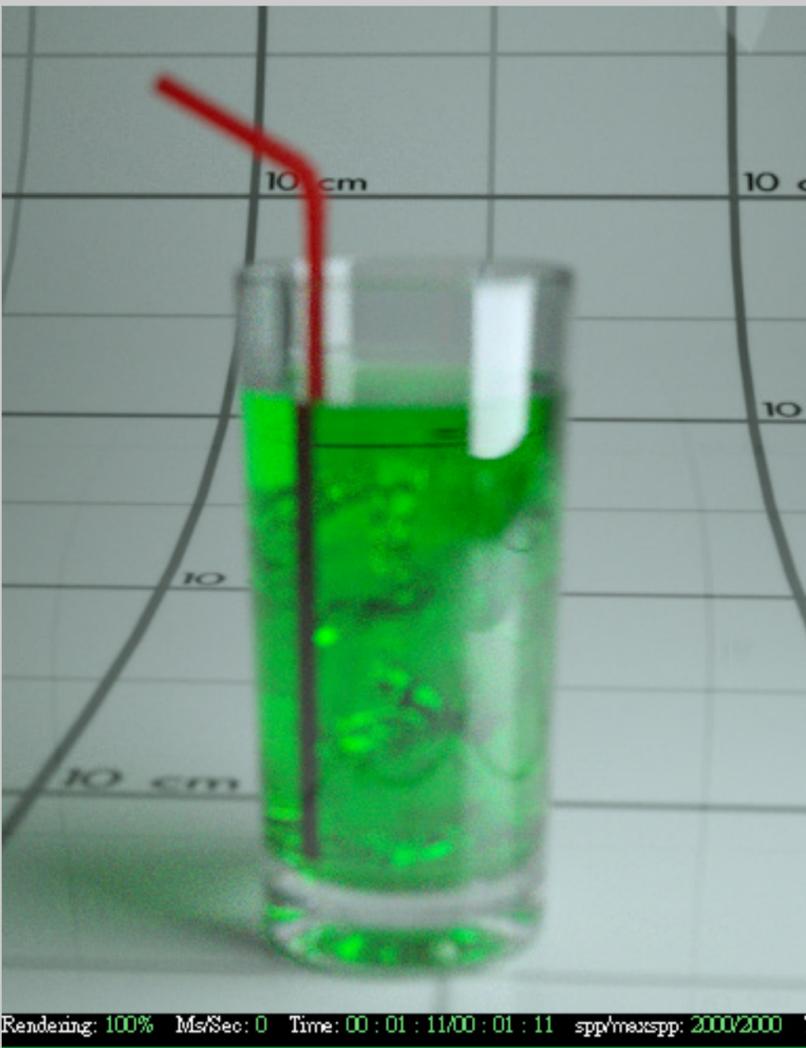


Aperture: 0.5



Aperture: 3

Focal Depth Set focal length. It's easy picking focus point into Live viewer with 



Auto Focus: Off
Focal Depth: 155.443



Auto Focus: Off
Focal Depth: 66.7

Octane Camera Tag

Thinlens

Perspective correction Remove the perspective of Y axis.

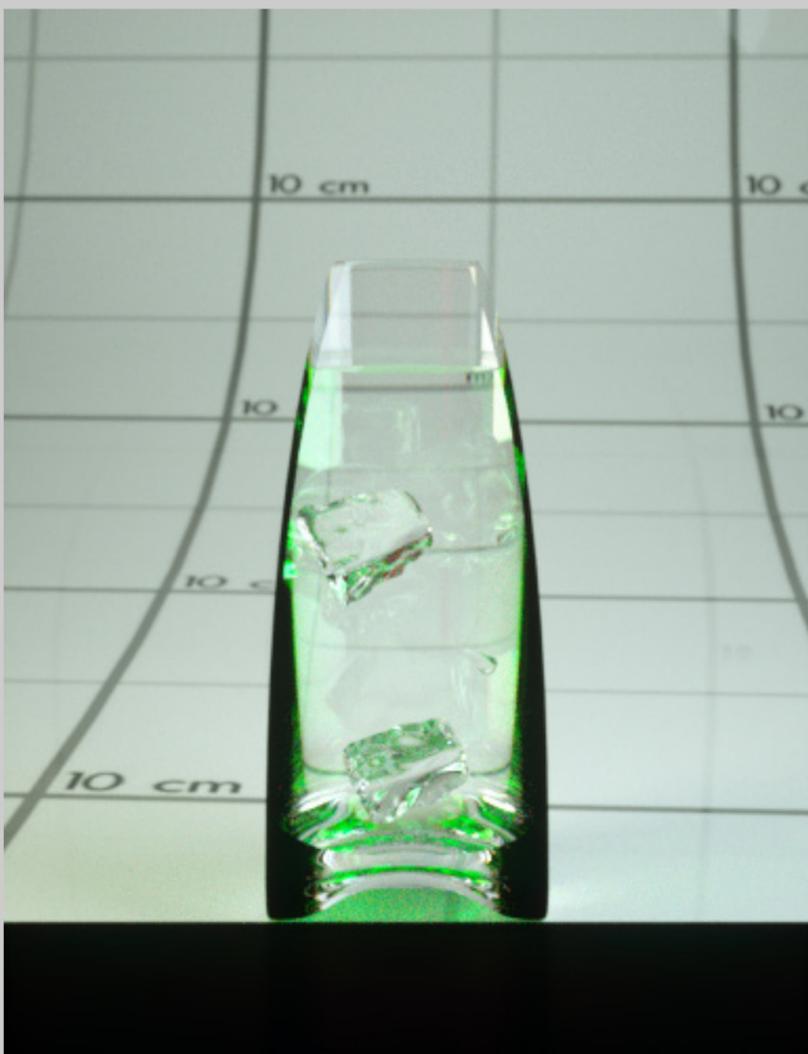


Perspective correction: On



Perspective correction: Off

Near Clip Depth Clip the objects nearby camera.



Near Clip Depth: 72



Near Clip Depth: 63

Octane Camera Tag

Thinlens

Distortion Simulate spherical distortion of traditional camera.



Distortion: 1



Distortion: 0

Aperture Edge Larger value will get blurry DOF.



Aperture Edge: 1

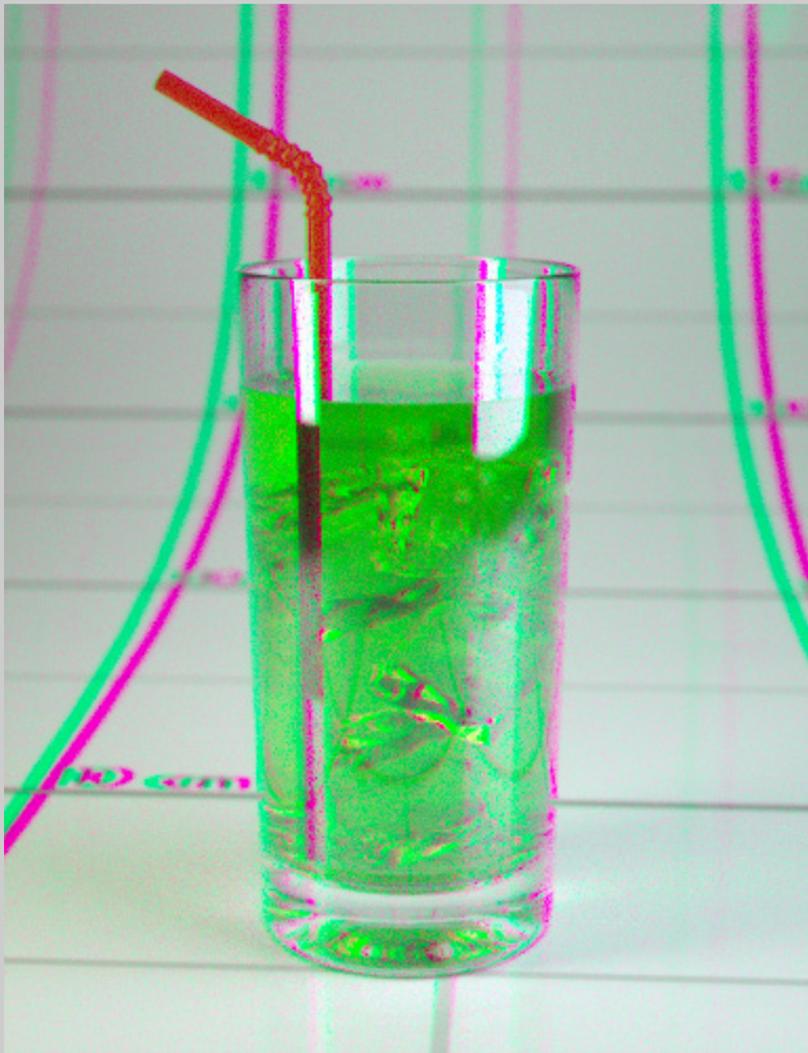


Aperture Edge: 3

Octane Camera Tag

Thinlens

Stereo Mode Choose the way how Octane separate two sides of images.

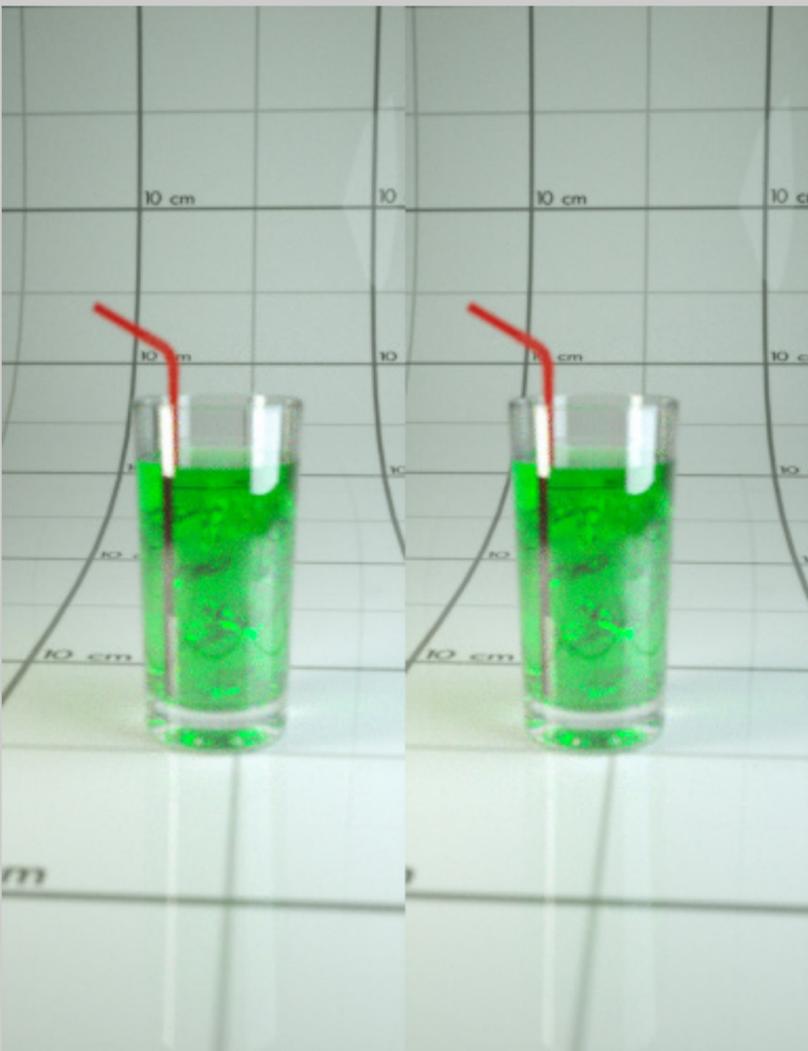


Stereo Mode: Off Axis



Stereo Mode: Parallel

Stereo Output Choose the way to deal with stereo images.



Stereo Output: Side-by-side



Stereo Output: Anaglyphic

Octane Camera Tag

Camera Imager

Enable Camera Imager



Enable Camera Imager: On



Enable Camera Imager: Off

Exposure



Exposure: 2



Exposure: 1

Octane Camera Tag

Camera Imager

F-stop Adjust brightness only. DOF won't be modified if changes.



F-stop: 6



F-stop: 2.8

ISO Adjust brightness only. Image details won't be modified if changes.



ISO: 200



ISO: 100

Octane Camera Tag

Camera Imager

Gamma Set the middle point of image. Brighter if larger than 1, etc.



Gamma: 1.8



Gamma: 0.6

Highlight Compression Limit the bright area to avoid overbright result.



Highlight Compression: 1



Highlight Compression: 0

Octane Camera Tag

Camera Imager

Response choose the tone preset.



Response: Agfachrome_RSX2_200CD



Response: Agfacolor_futura_100CD

Vignetting



Vignetting: 1



Vignetting: 0.3

Octane Camera Tag

Camera Imager

Saturation



Saturation: 0.5



Saturation: 1

Hotpixel Removal Remove fireflies. Lower value will get blurry but smoother result



Hotpixel Removal: 0. Time: 35"



Hotpixel Removal: 1. Time: 35"

Octane Camera Tag

Camera Imager

White balance



White balance:
Satuate to white: 0



White balance:
Satuate to white: 1

Octane Camera Tag

Post Processing



bloom_power: 20



glare_power: 10

glare_ray_amount



glare_ray_amount: 5



glare_ray_amount: 3

Octane Camera Tag

Post Processing

glare_angle



glare_angle: 15



glare_angle: 30

glare_blur



glare_blur: 0



glare_blur: 0.1

Octane Camera Tag

Post Prucessing

spectral_intensity



spectral_intensity: 0



spectral_intensity: 1

spectral_shift



spectral_shift: 2



spectral_shift: 4

Octane Light Tag

Light Settings

Temperature (Kelvin)



Temperature: 3500
Normalize: On



Temperature: 7000
Normalize: On

Normalize Larger Kelvin value will cause light brighter.



Temperature: 3500
Normalize: Off



Temperature: 7000
Normalize: Off

Octane Light Tag

Light Settings

Use Light Color



Use Light Color: On
Color: ■ Temperature : 6500



Use Light Color: Off
Color: ■ Temperature : 6500

Power



Power: 50

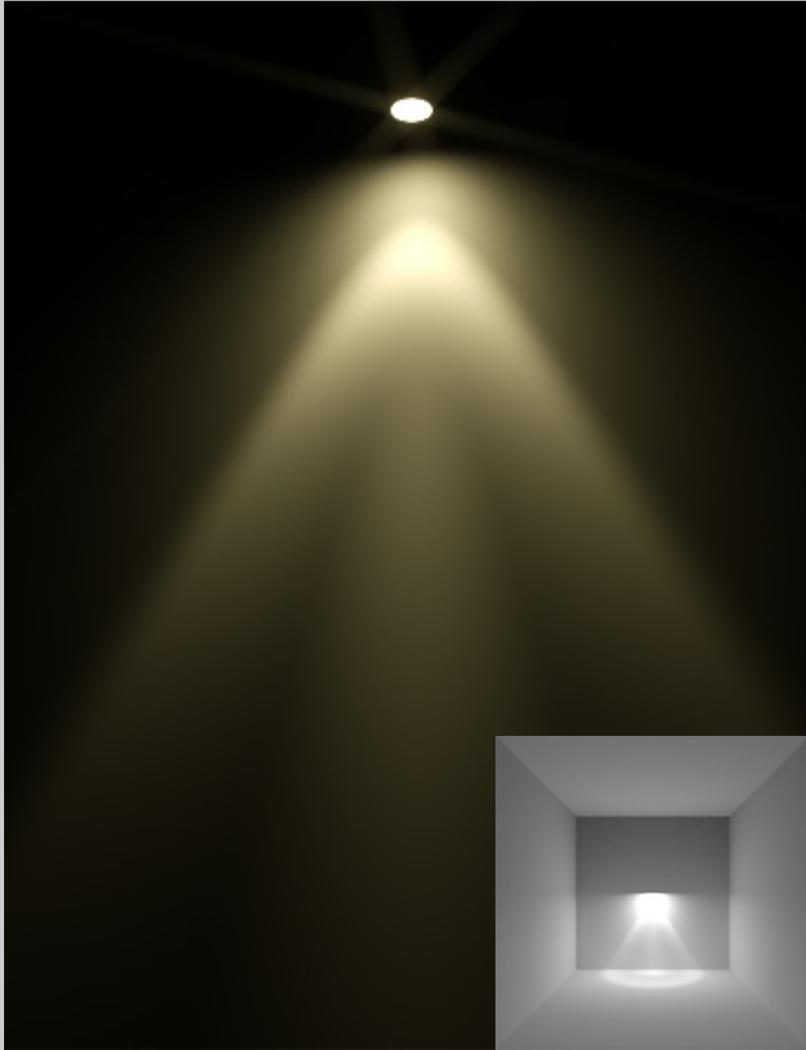


Power: 100

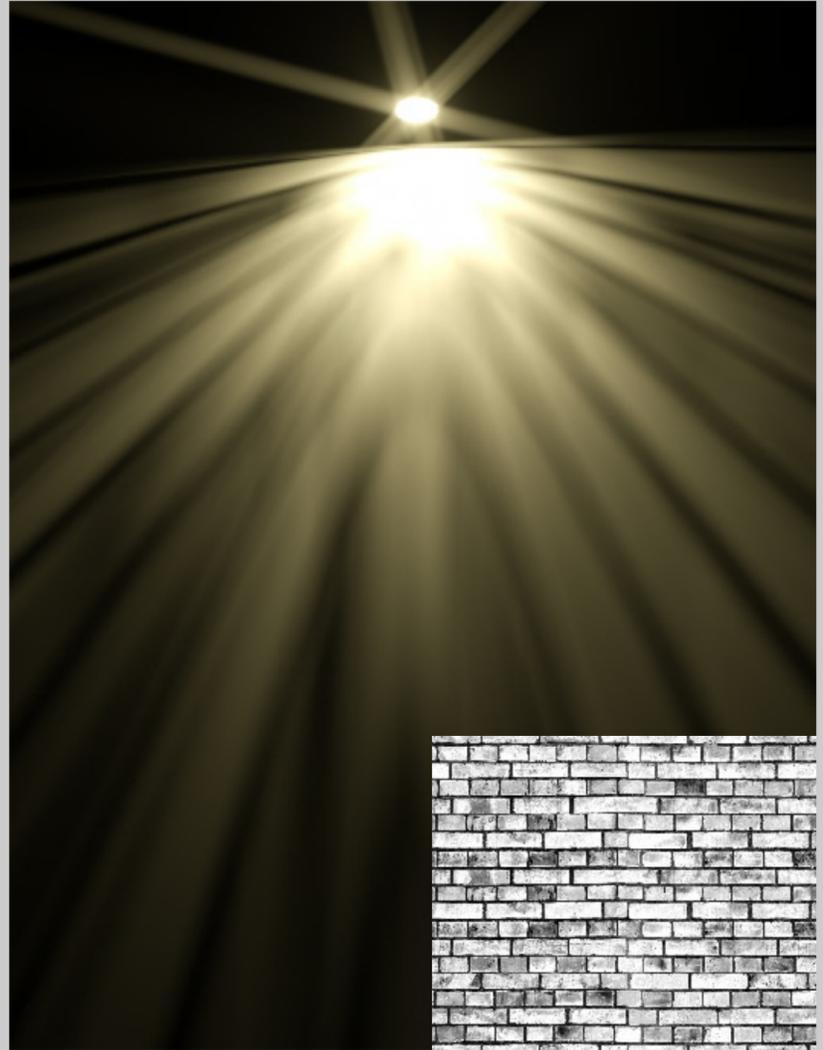
Octane Light Tag

Light Settings

Distribution Assign texture for light.



Distribution: IES file



Distribution: Image

Eff_or_texture The more efficiency the less energy loss.



Eff_or_texture: 0.025



Eff_or_texture: 0.002

Octane Light Tag

Light Settings

Samp. rate Light will get higher priority if sample rate higher.



Rendering: 100% Ms/Sec: 0 Time: 00:00:30/00:00:30 spp/maxspp: 500/500 Td

Lamp Samp. rate: 10000
Outdoor light Samp. rate: 100



Rendering: 100% Ms/Sec: 0 Time: 00:00:29/00:00:29 spp/maxspp: 500/500 Td

Lamp Samp. rate: 100
Outdoor light Samp. rate: 100

Opacity



Opacity: 0.05



Opacity: 1

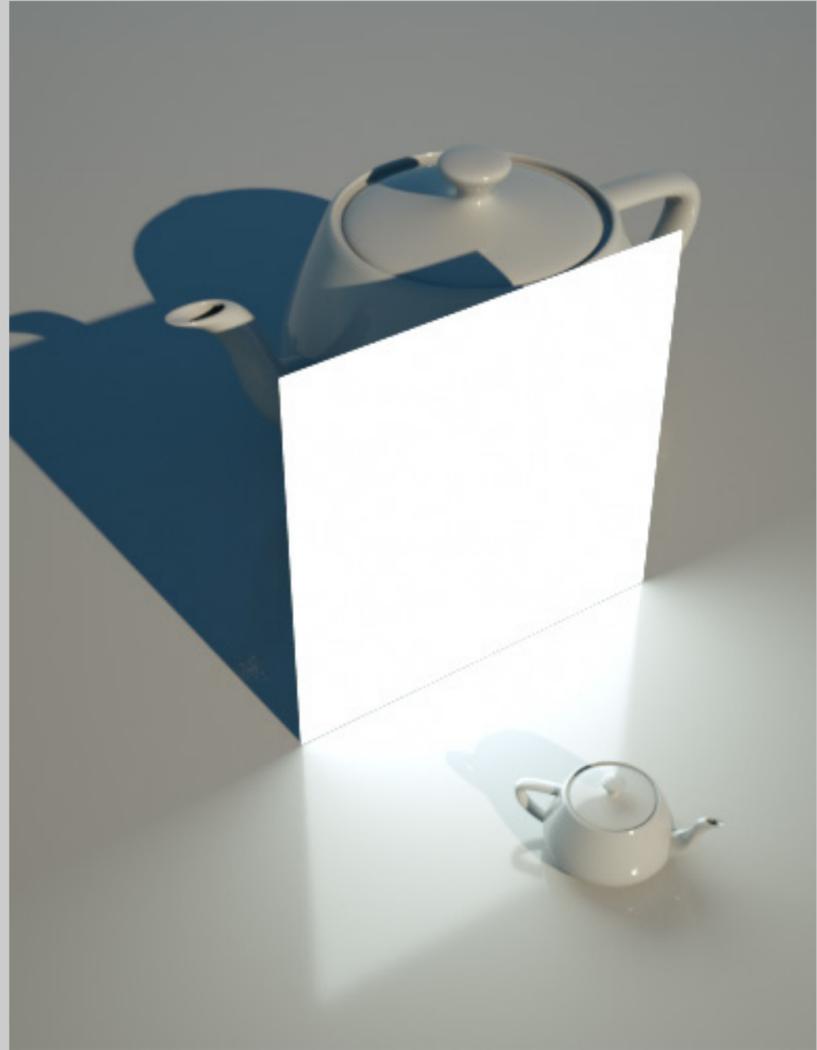
Octane Light Tag

Visibility

Camera visibility



Camera visibility: Off



Camera visibility: On

Shadow visibility



Shadow visibility: Off



Shadow visibility: On

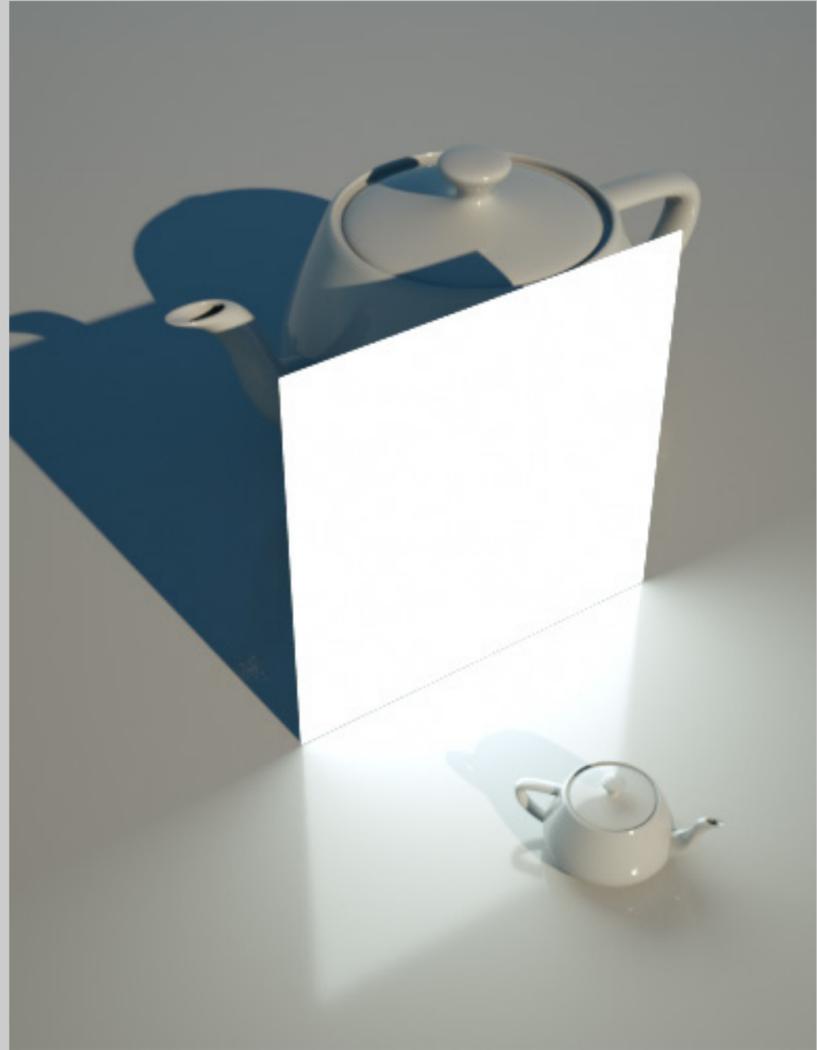
Octane Light Tag

Visibility

General visibility Function is the same as Opacity, but effects separately.



General visibility: 0.05

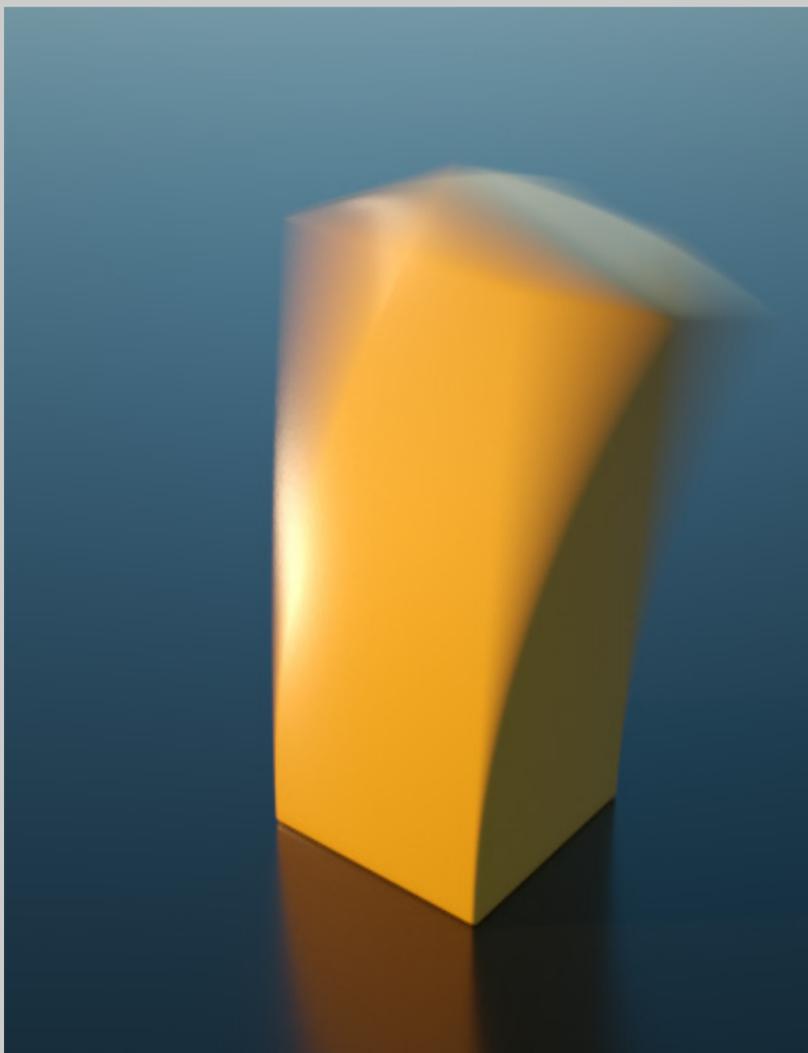


General visibility: 1

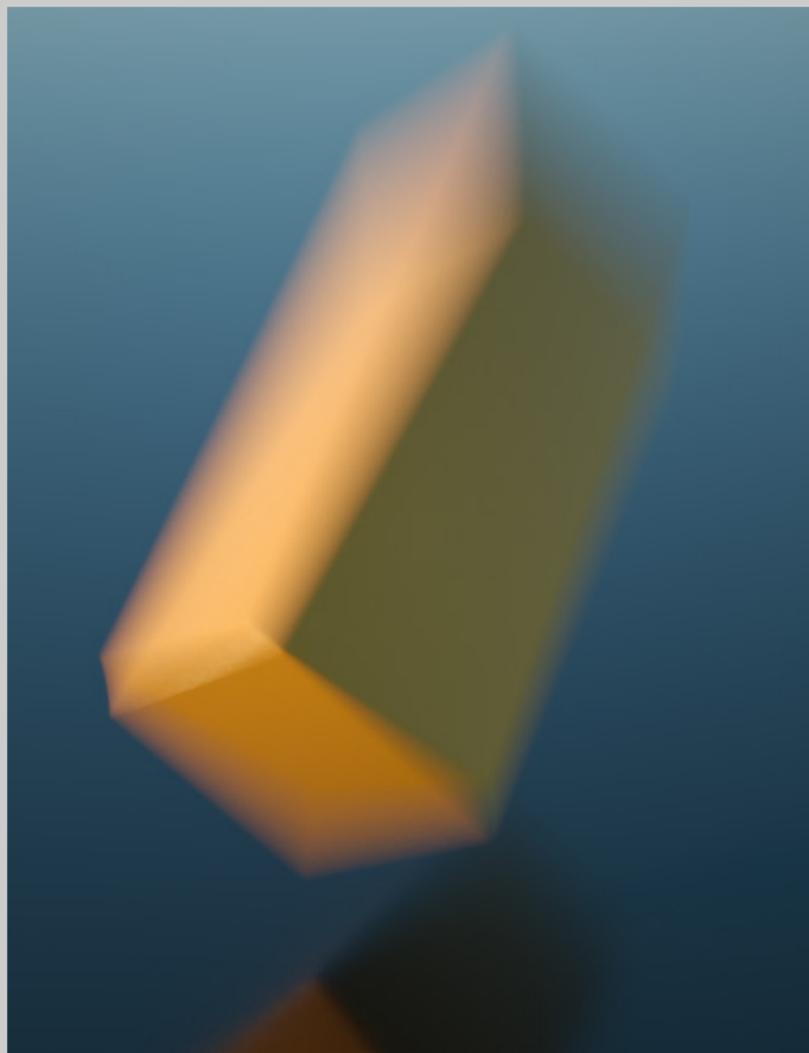
Octane Object Tag

Visibility

Object motion blur Works while camera motion blur function is active.

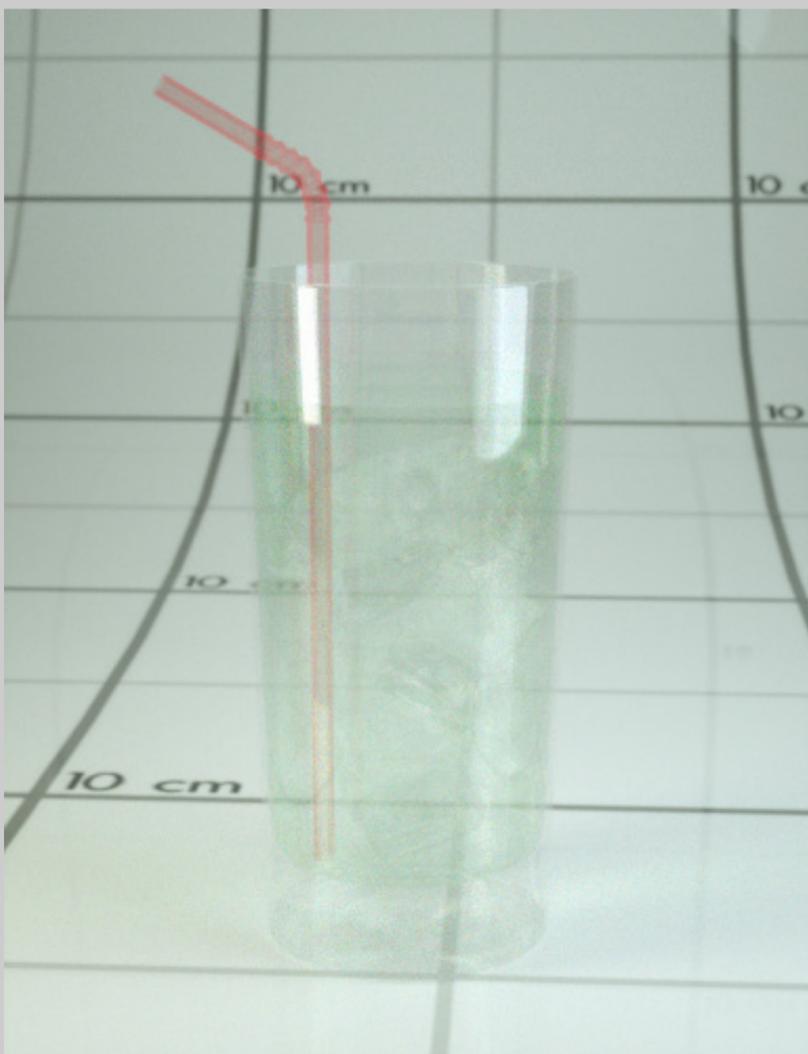


Transform/vertex

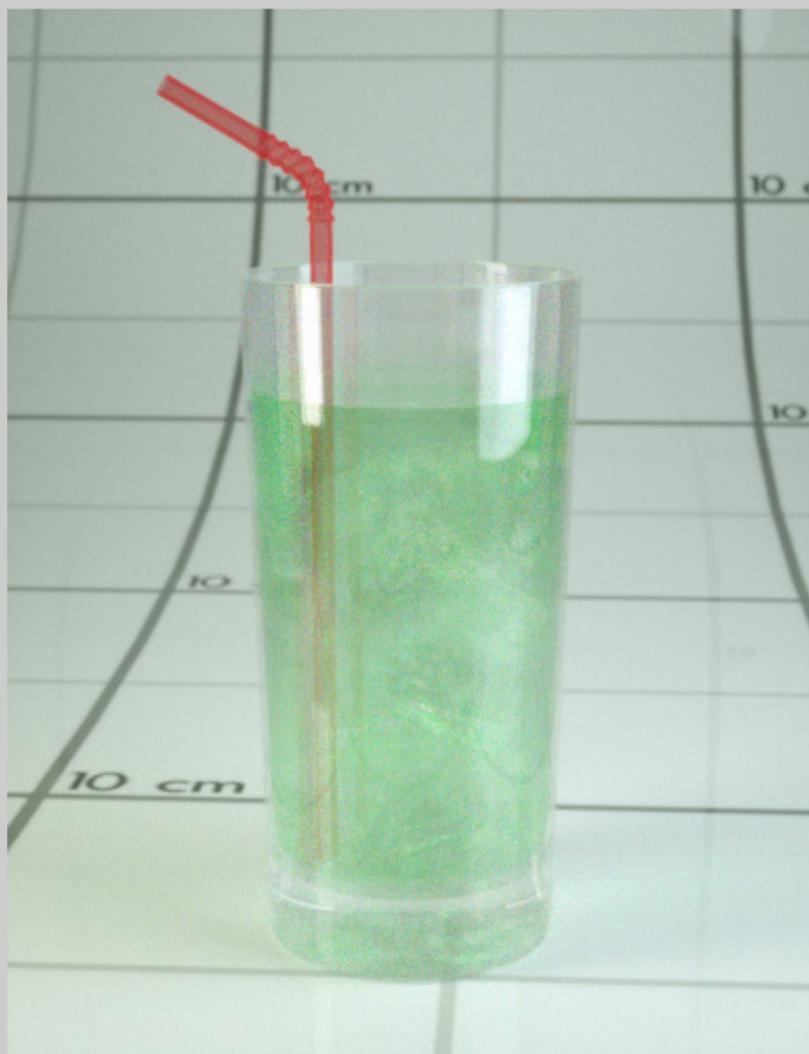


Transform

General visibility



Global visibility: 0.2

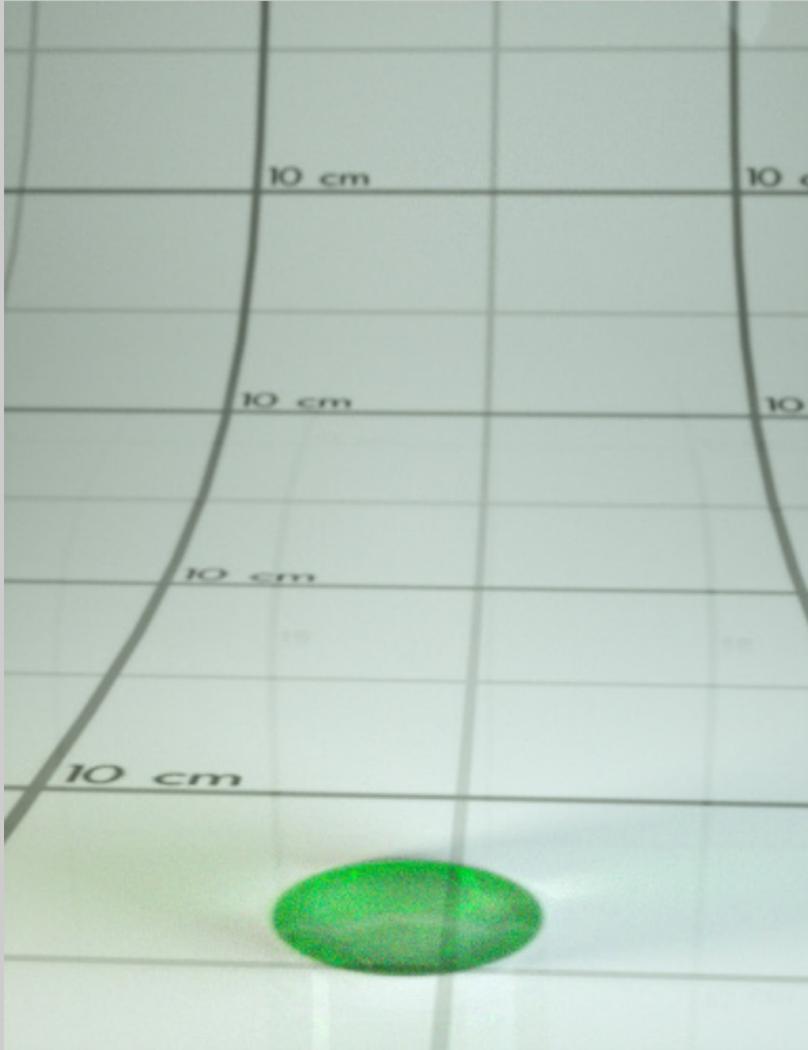


Global visibility: 0.5

Octane Object Tag

Visibility

Camera visibility



Camera visibility: Off



Camera visibility: On

Shadow visibility



Shadow visibility: Off



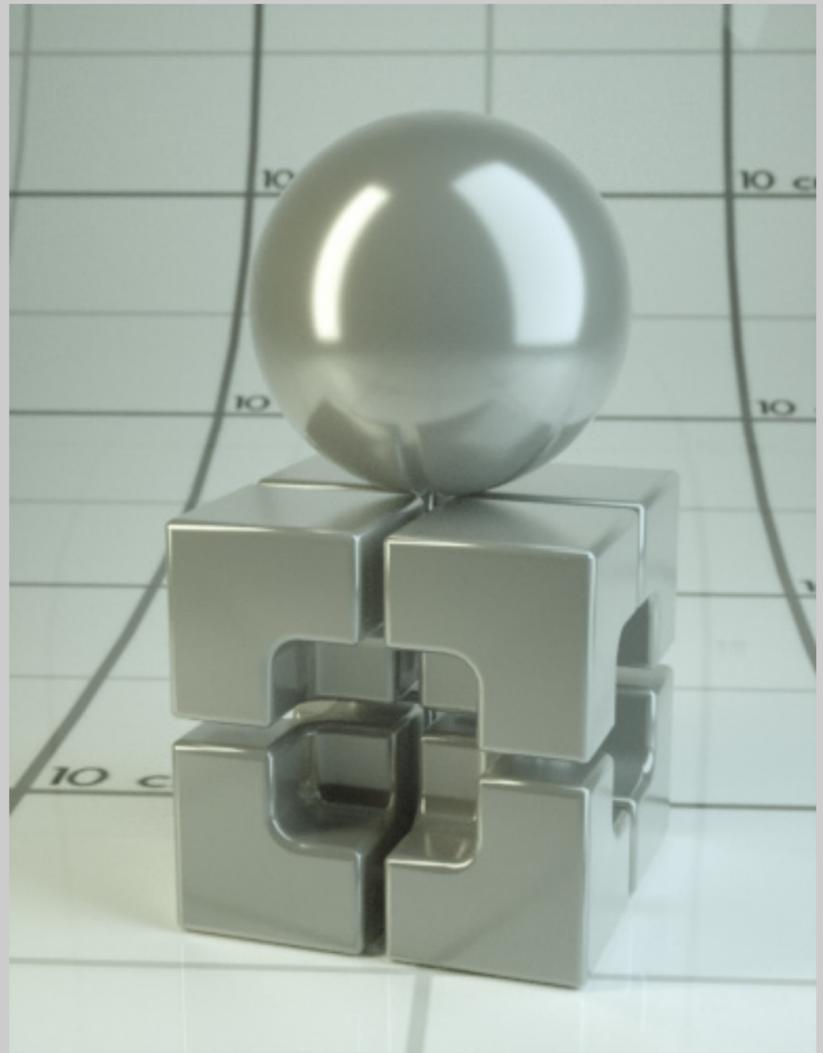
Shadow visibility: On

Octane Material

Material Type



Diffuse



Glossy



Specular

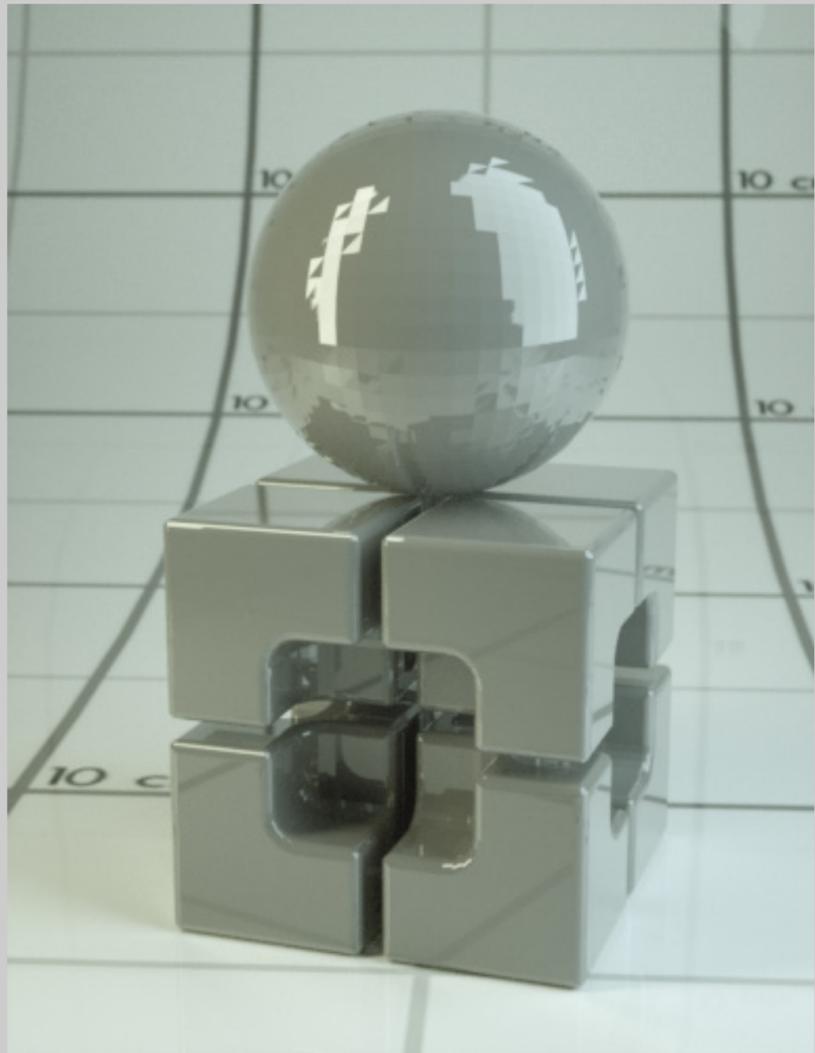
Octane Material

Diffuse, Glossy, Specular

Smooth

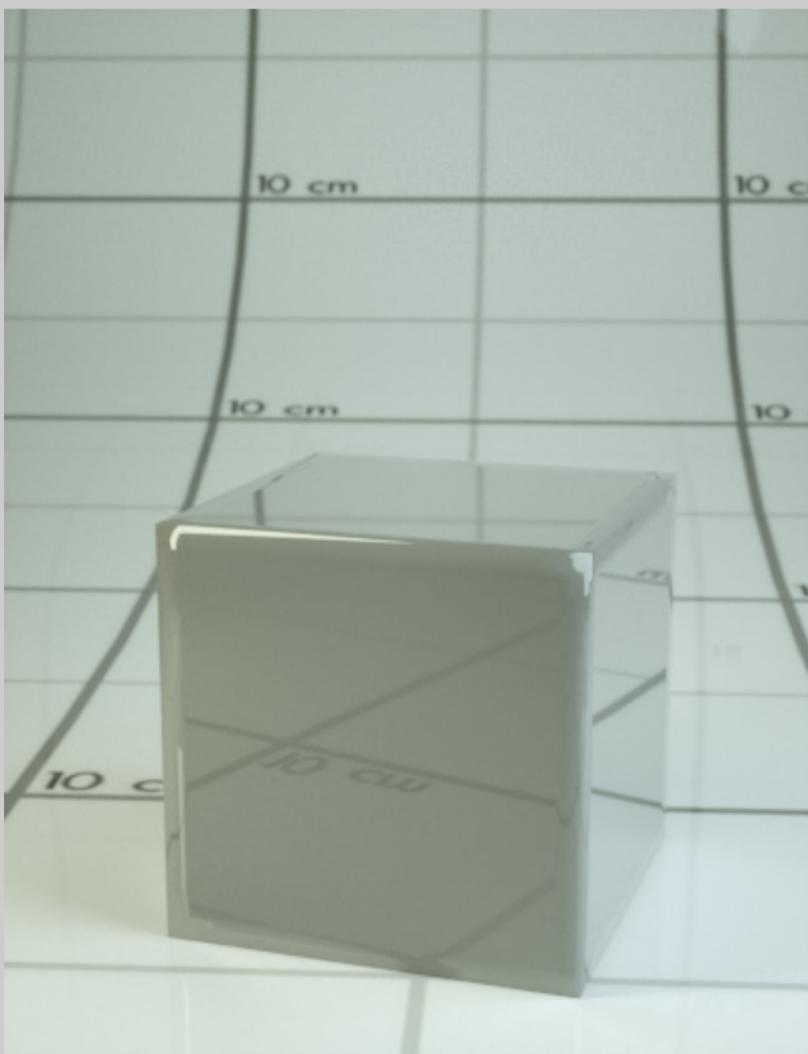


Smooth: On

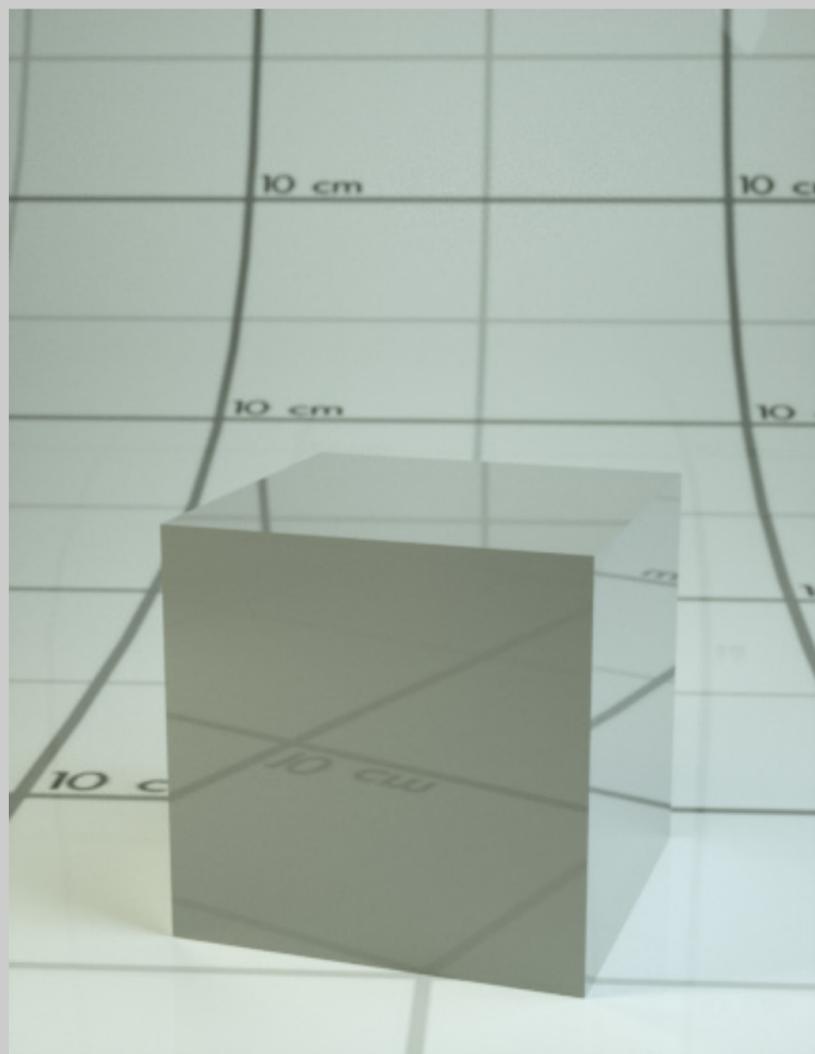


Smooth: Off

Rounded Edges



Rounded Edges: 0.01



Rounded Edges: 0

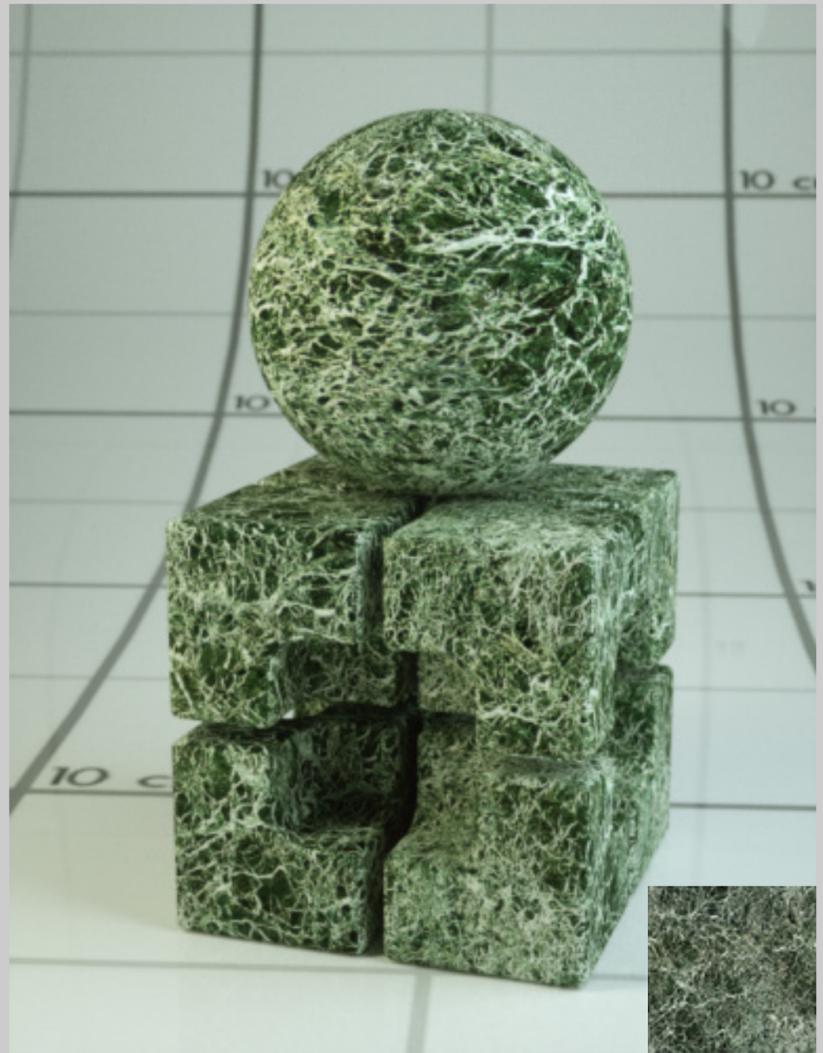
Octane Material

Diffuse

Diffuse, Glossy



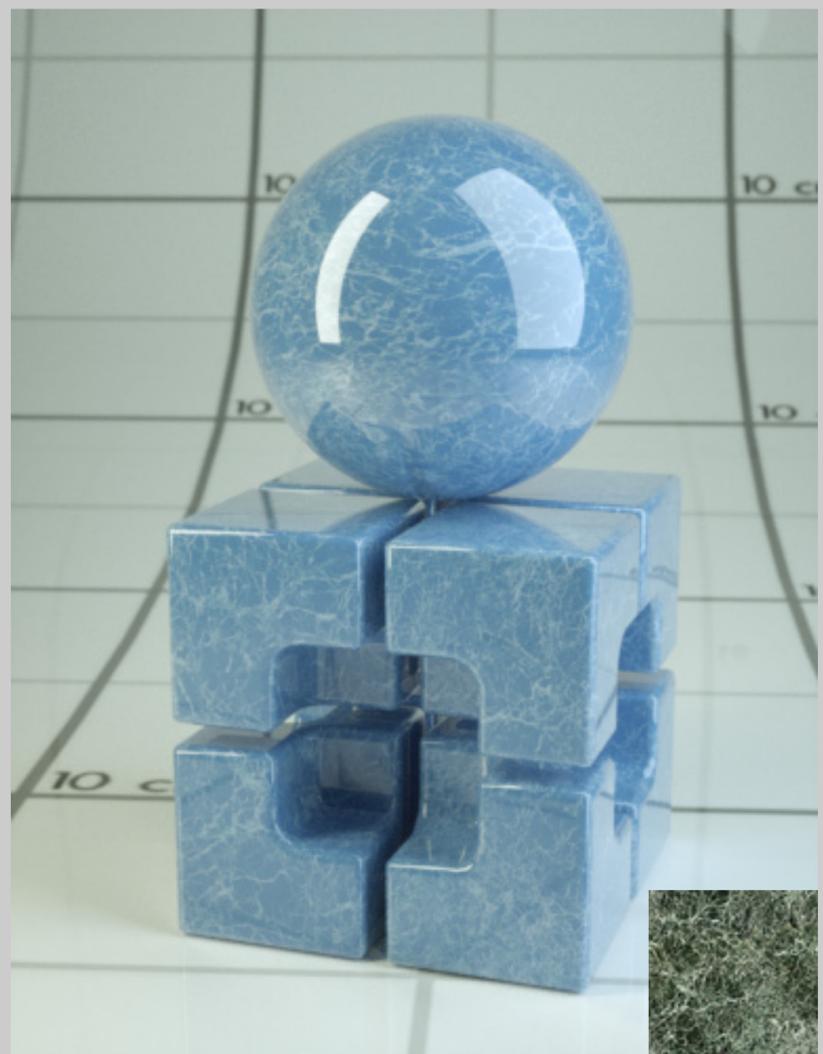
Diffuse Material
Color: ■



Diffuse Material
ImageTexture



Diffuse Material
Color: ■ + ImageTexture · Mix : 0.3



Glossy Material
Color: ■ + ImageTexture · Mix : 0.3

Octane Material

Specular

Glossy



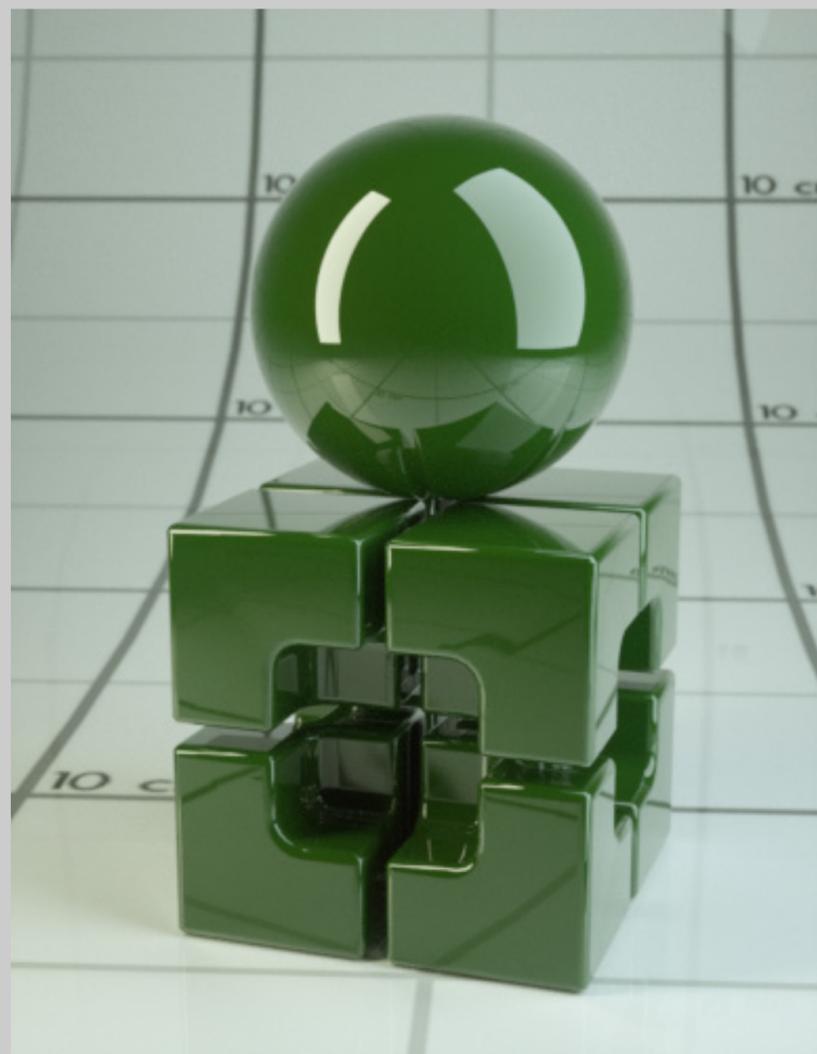
Color: 



Color: 



ImageTexture



Color:  (Pure Black = White)

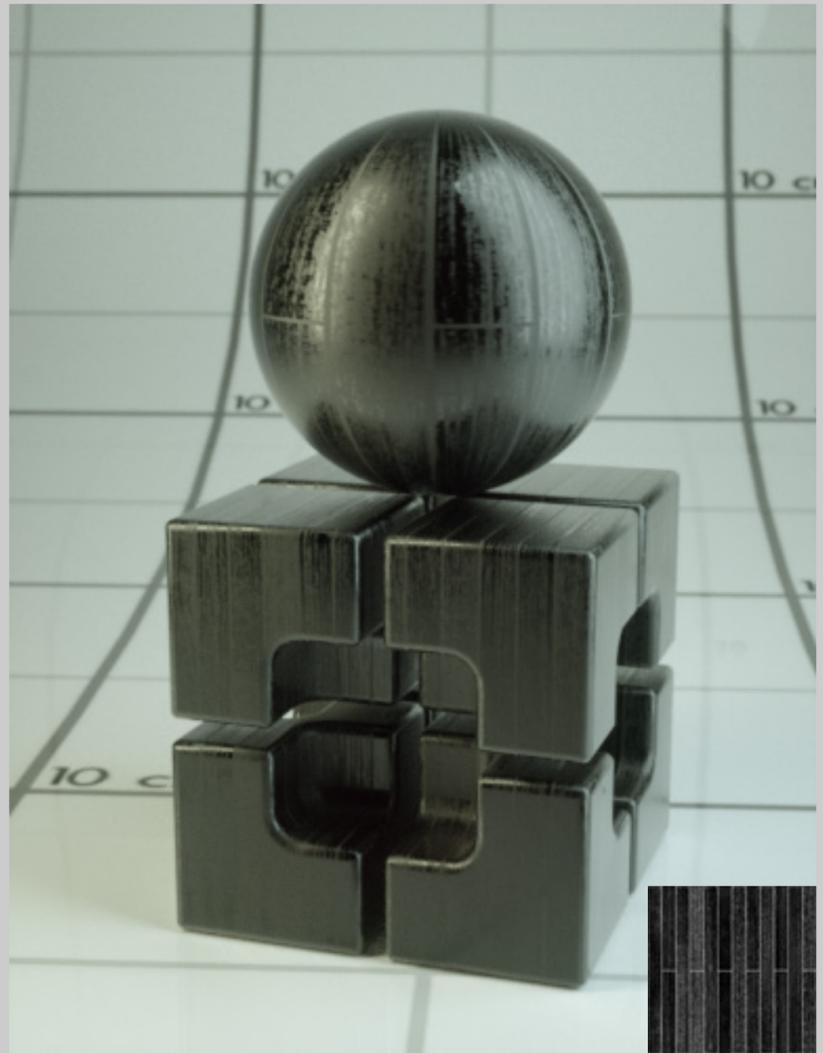
Octane Material

Roughness

Glossy, Specular



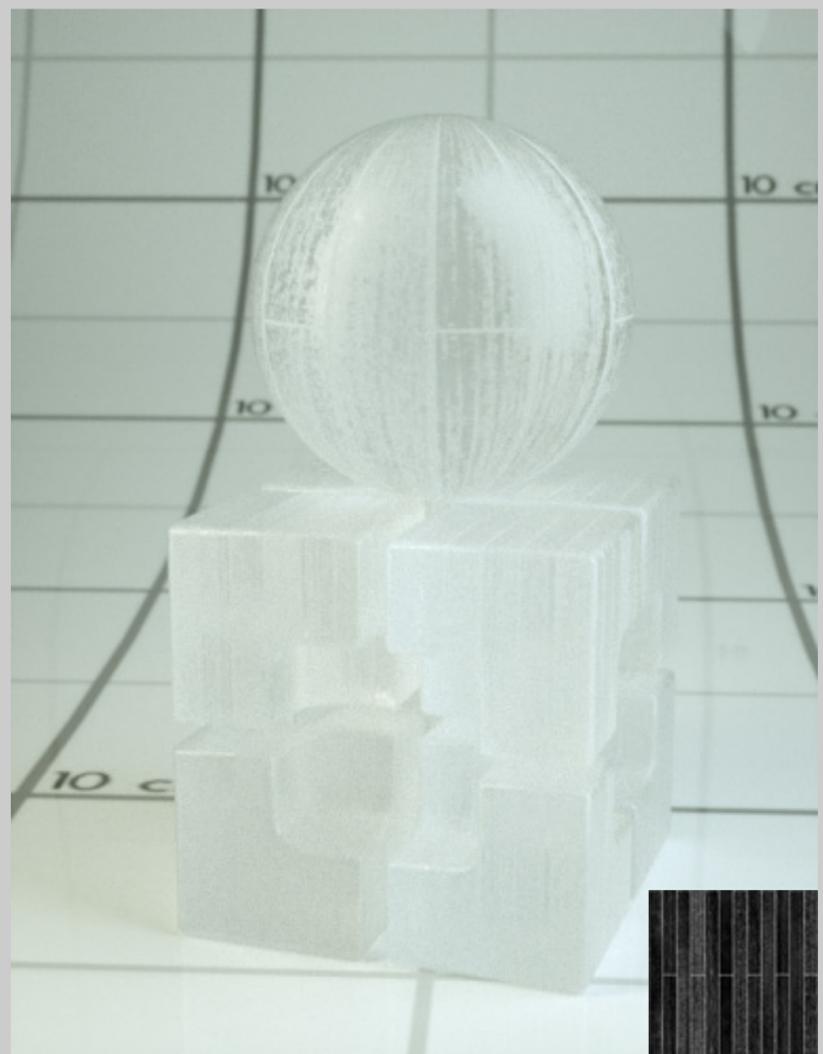
Glossy Material
Float: 0.05



Glossy Material
ImageTexture



Glossy Material
Float: 0.4



Specular Material
ImageTexture

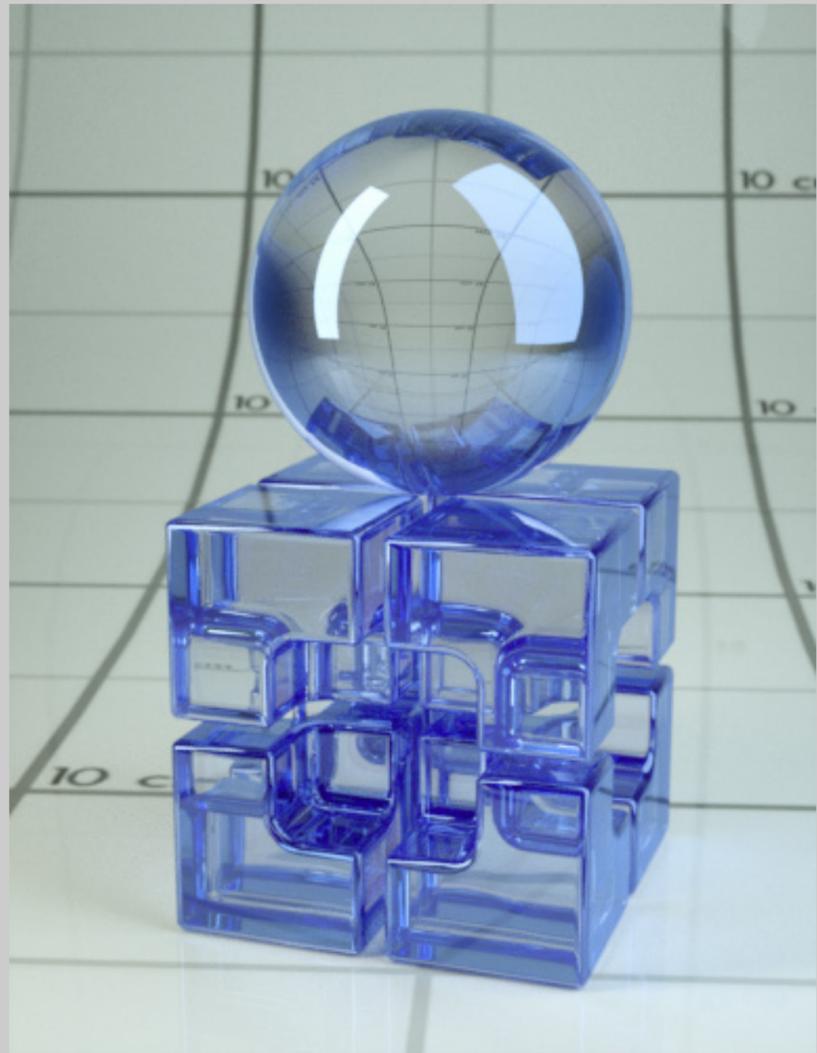
Octane Material

Reflection

Specular



Color:



Color:



Checks

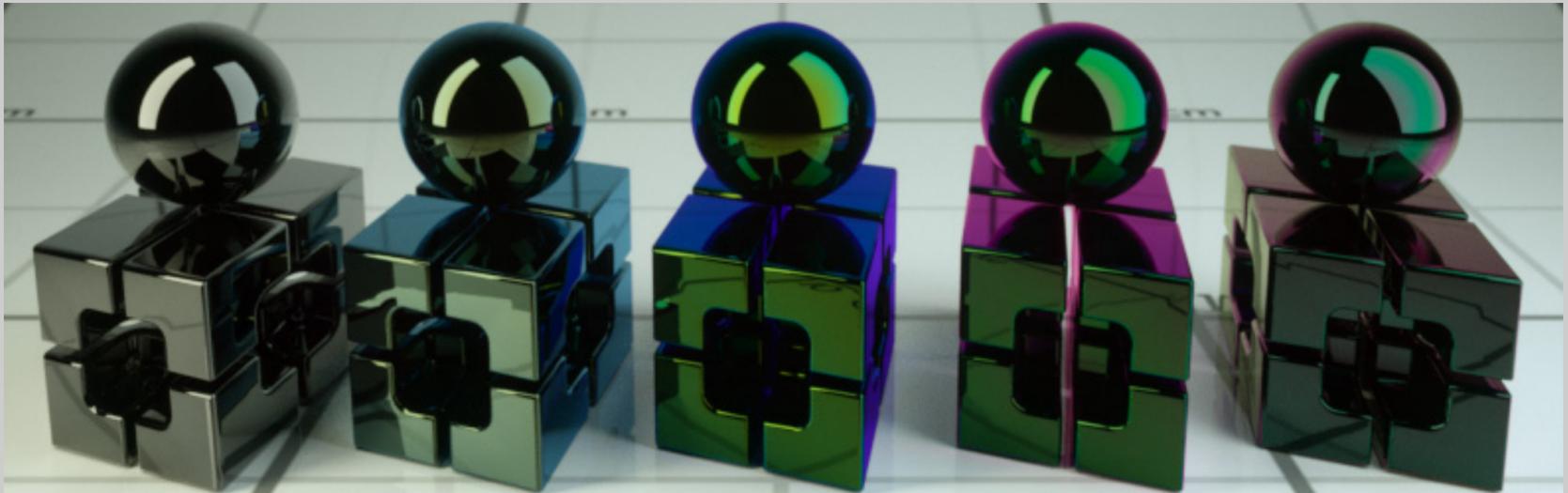


SineWave

Octane Material

Filmwidth

Glossy, Specular



0

0.1

0.2

0.3

0.4



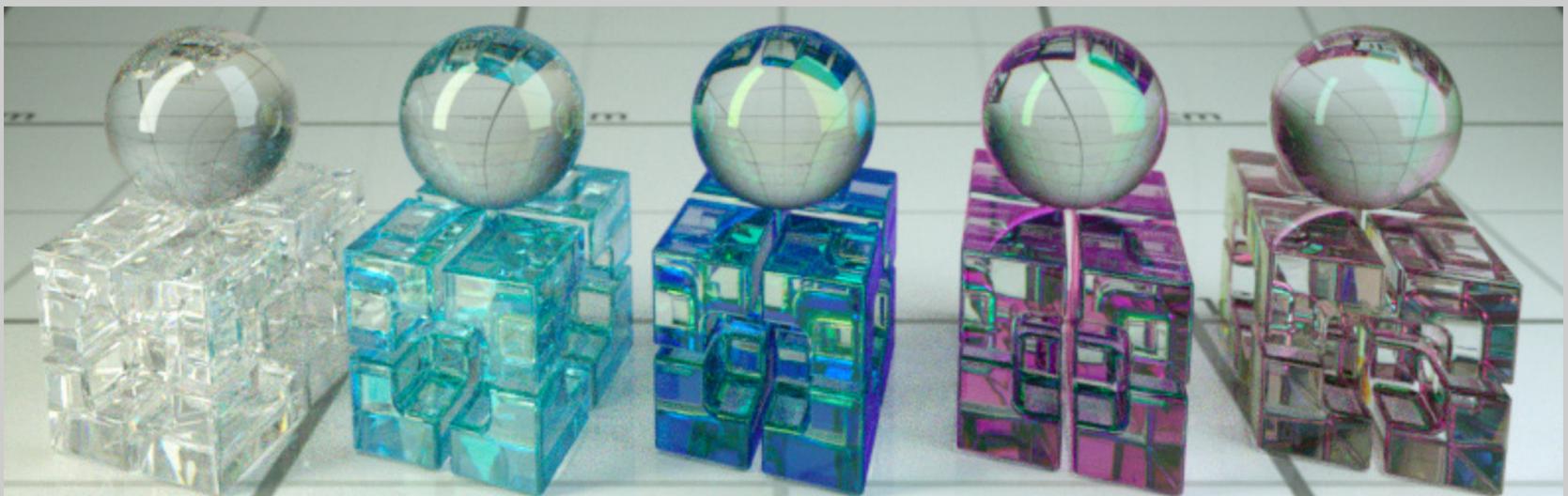
0.5

0.6

0.7

0.8

0.9



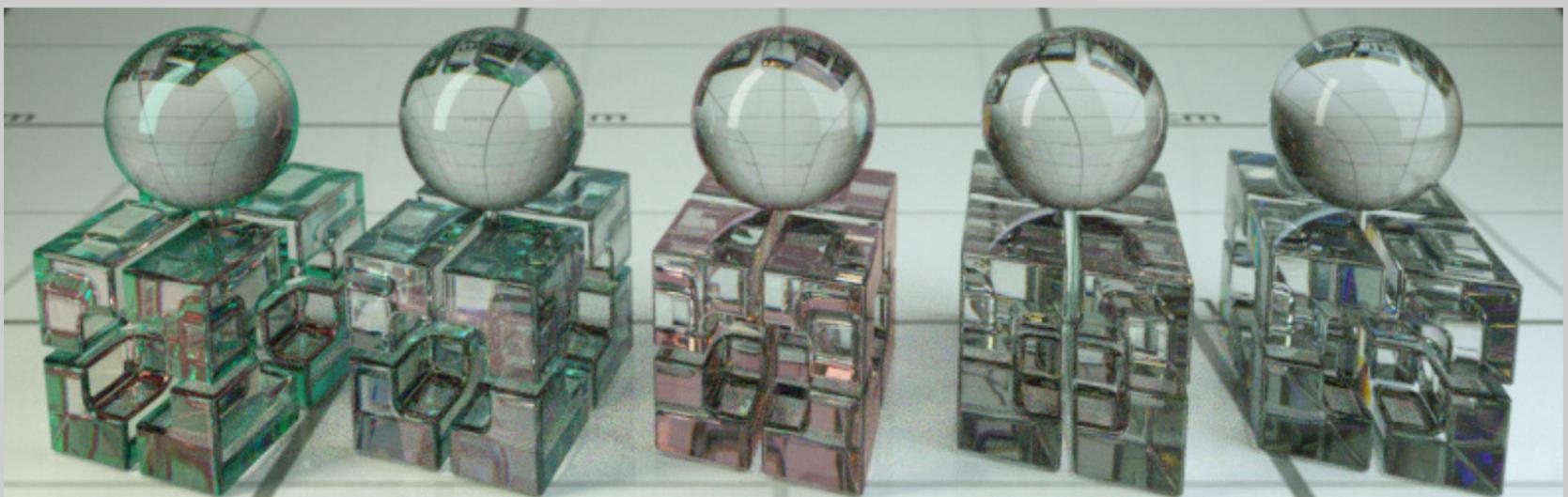
0

0.1

0.2

0.3

0.4



0.5

0.6

0.7

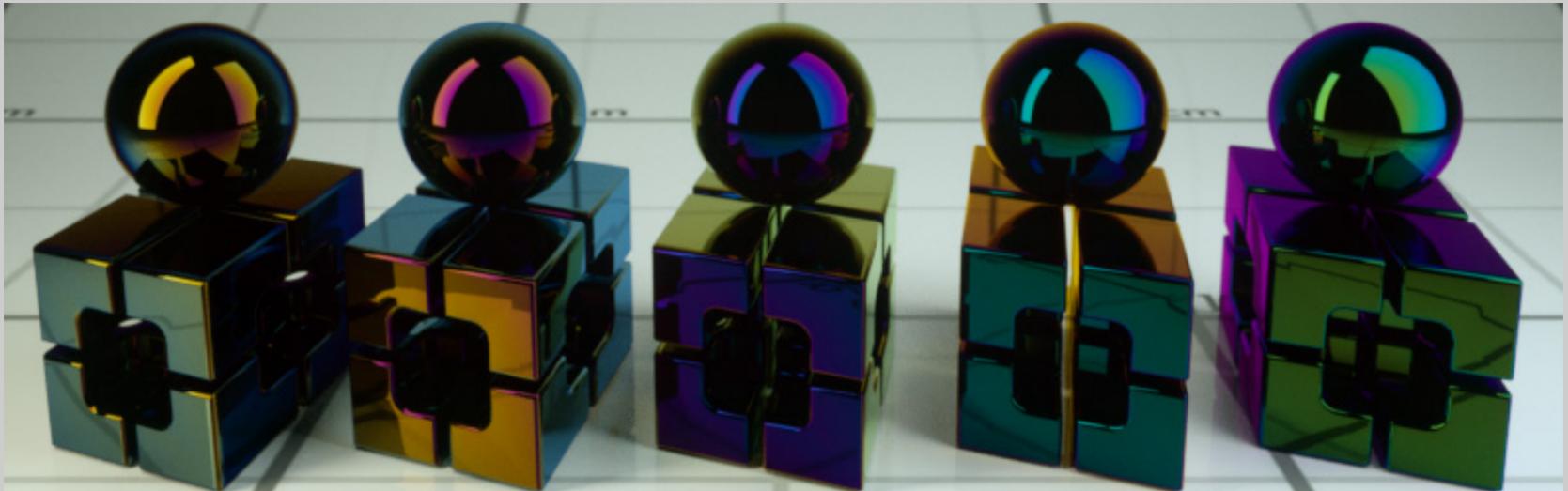
0.8

0.9

Octane Material

Filminde

Glossy, Specular



1

1.1

1.2

1.3

1.4



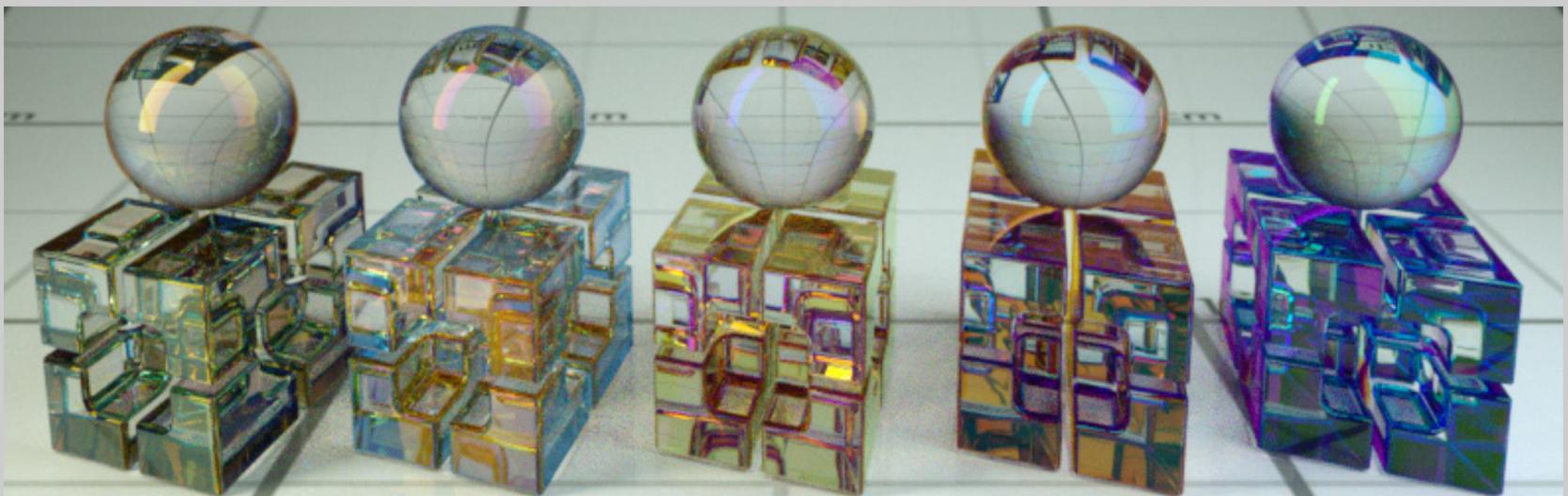
1.5

1.6

1.7

1.8

1.9



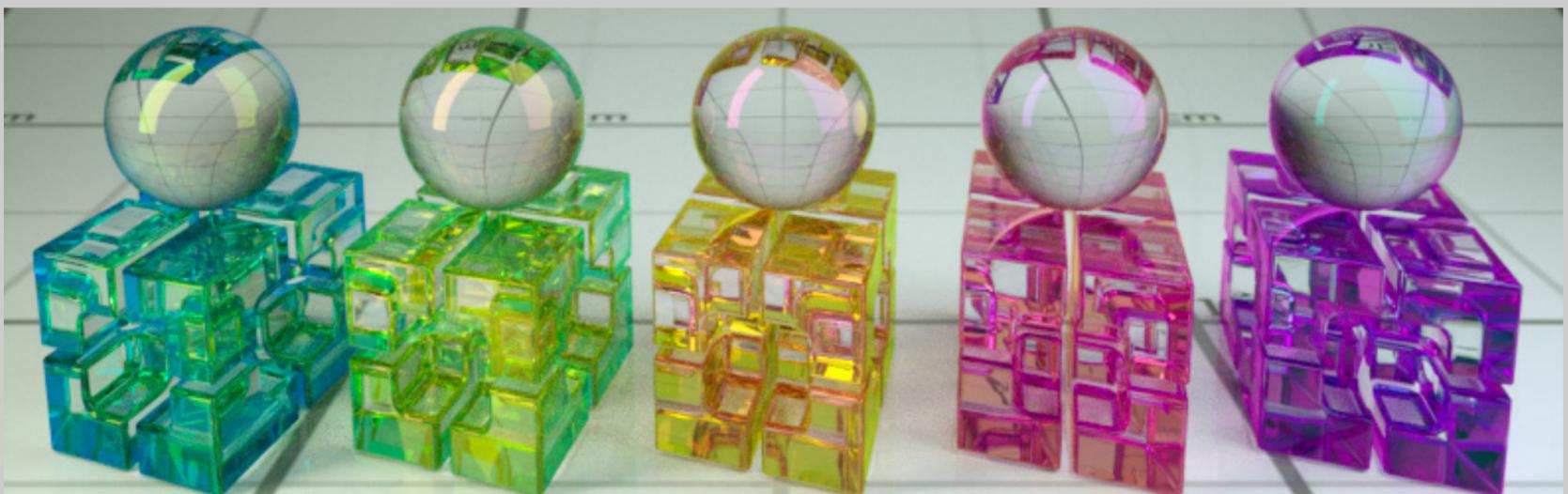
1

1.1

1.2

1.3

1.4



1.5

1.6

1.7

1.8

1.9

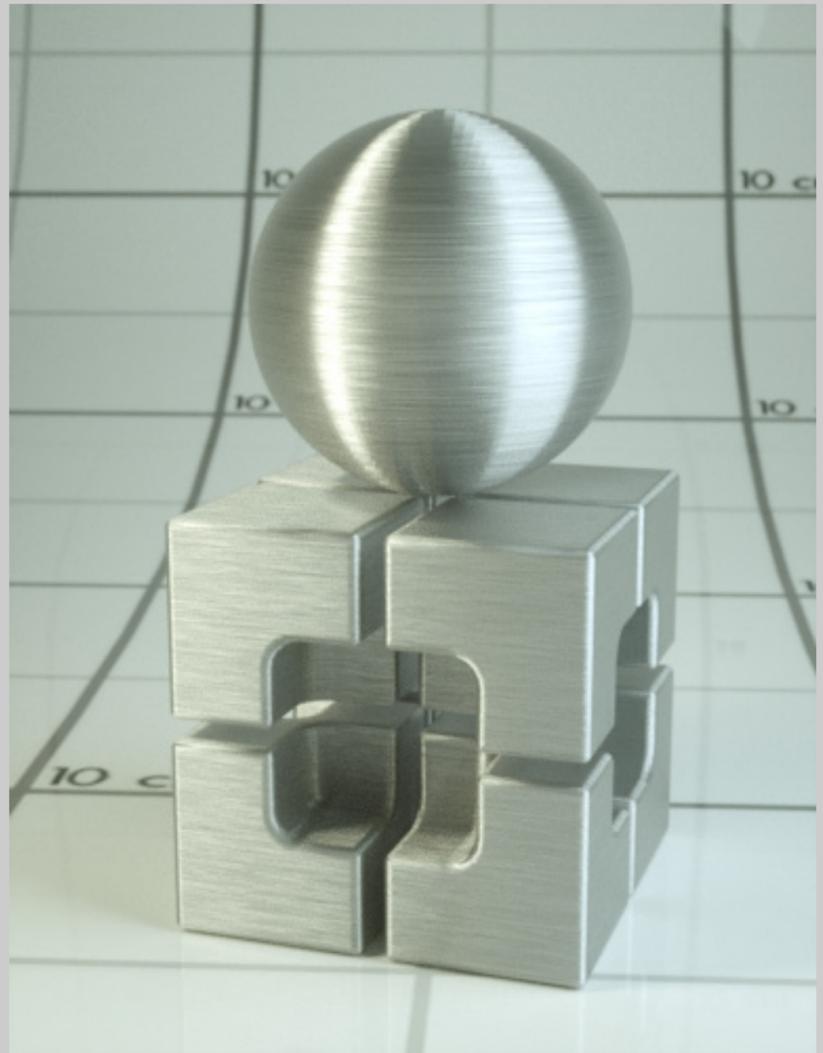
Octane Material

Bump

Diffuse, Glossy, Specular



Diffuse Material
ImageTexture



Glossy Material
Turbulence



Glossy Material
ImageTexture



Specular Material
Turbulence

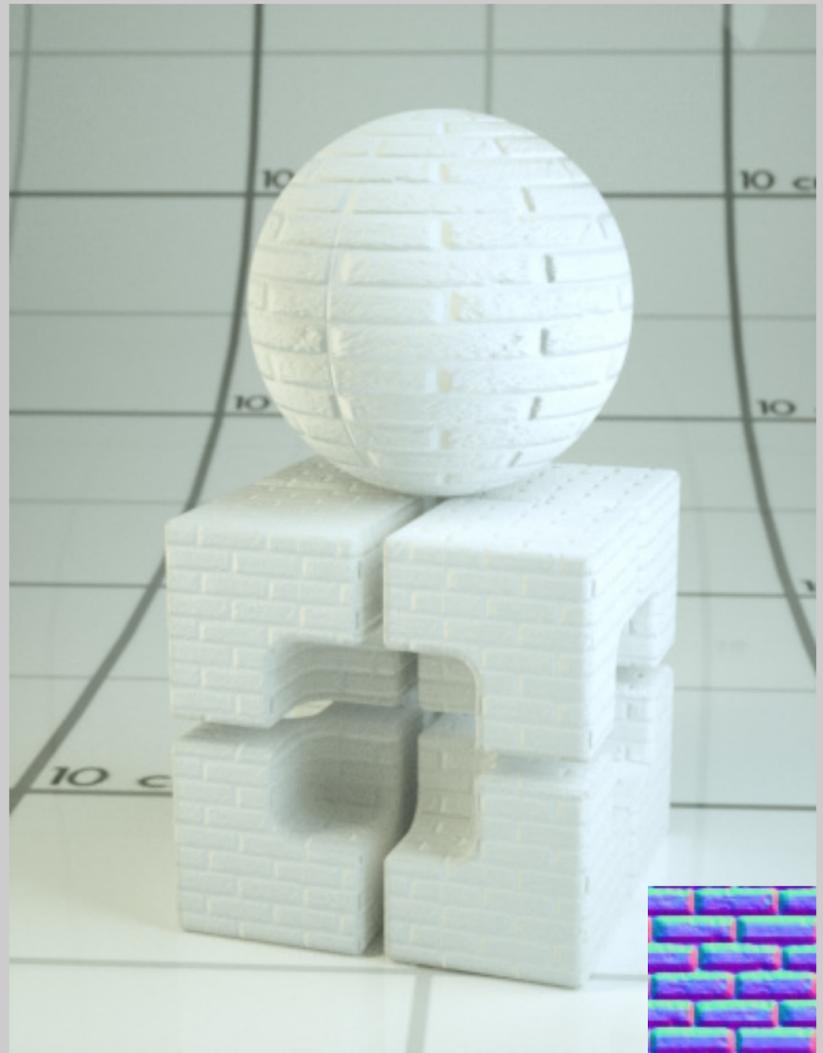
Octane Material

Normal

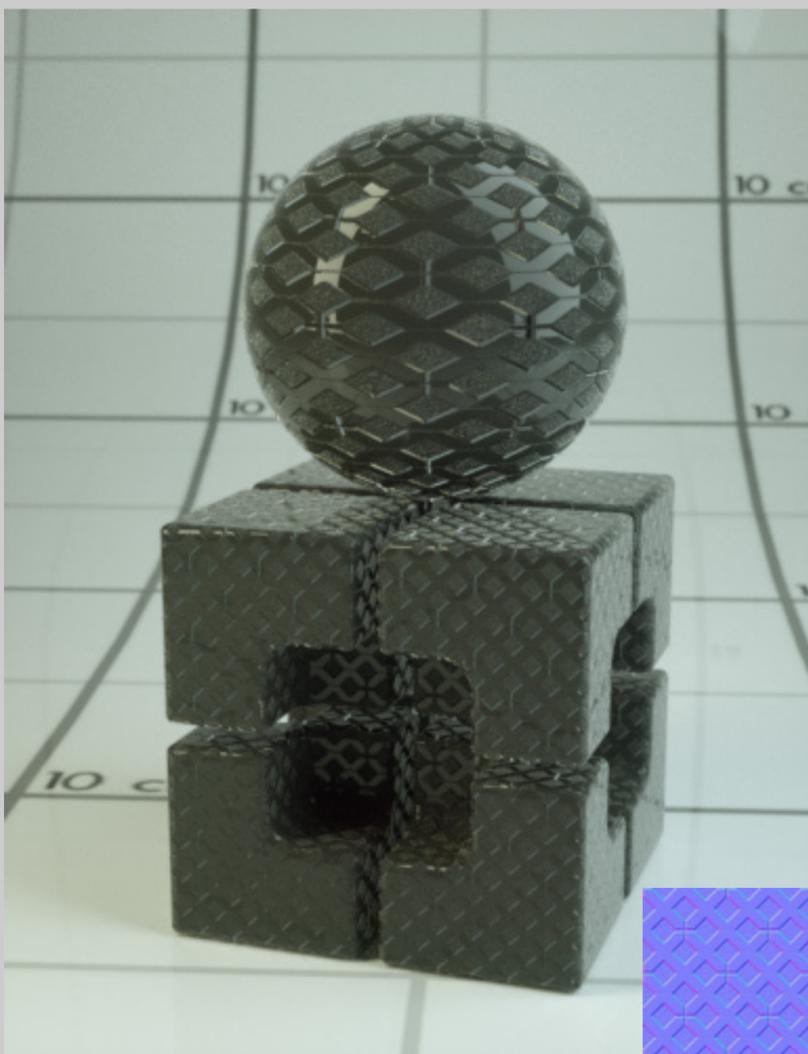
Diffuse, Glossy, Specular



Diffuse Material
ImageTexture



Diffuse Material
ImageTexture



Glossy Material
ImageTexture



Specular Material
Turbulence Texture

Octane Material

Displacement

Diffuse, Glossy, Specular



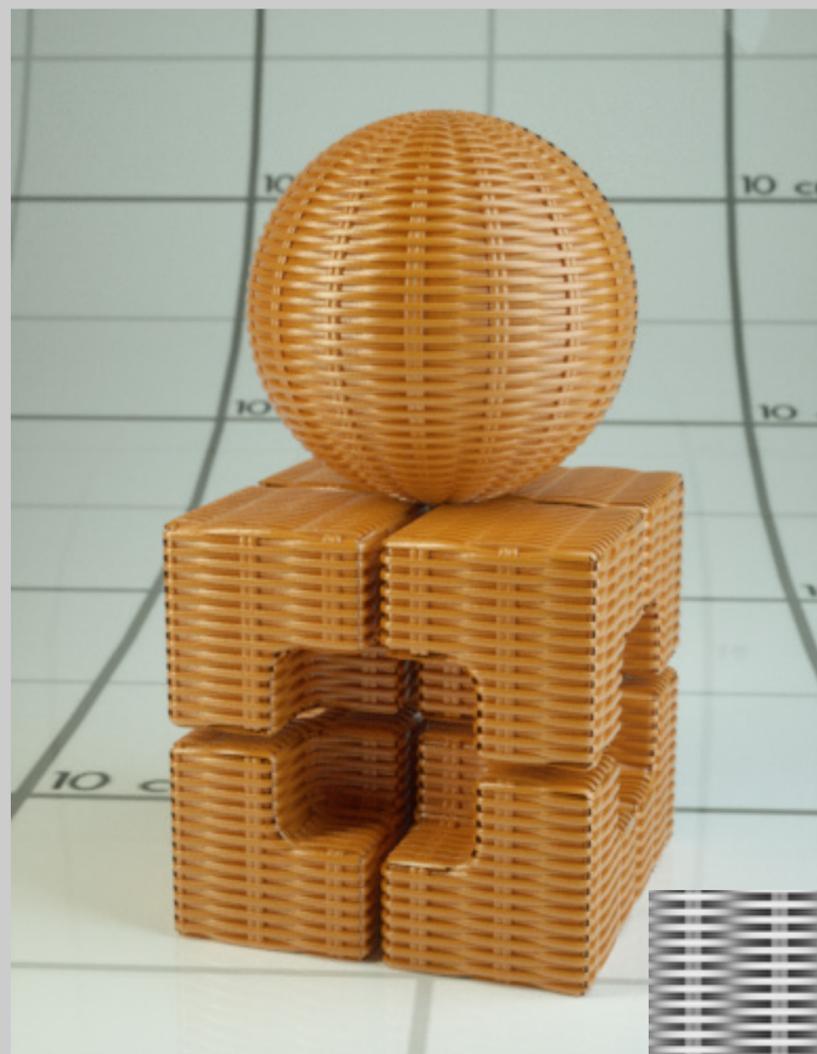
Account: 0.004, Shift: -0.002
Level of details: 4096x4096



Account: 0.004, Shift: -0.002
Level of details: 256x256



Account: 0.002, Shift : -0.001
Level of details: 4096x4096

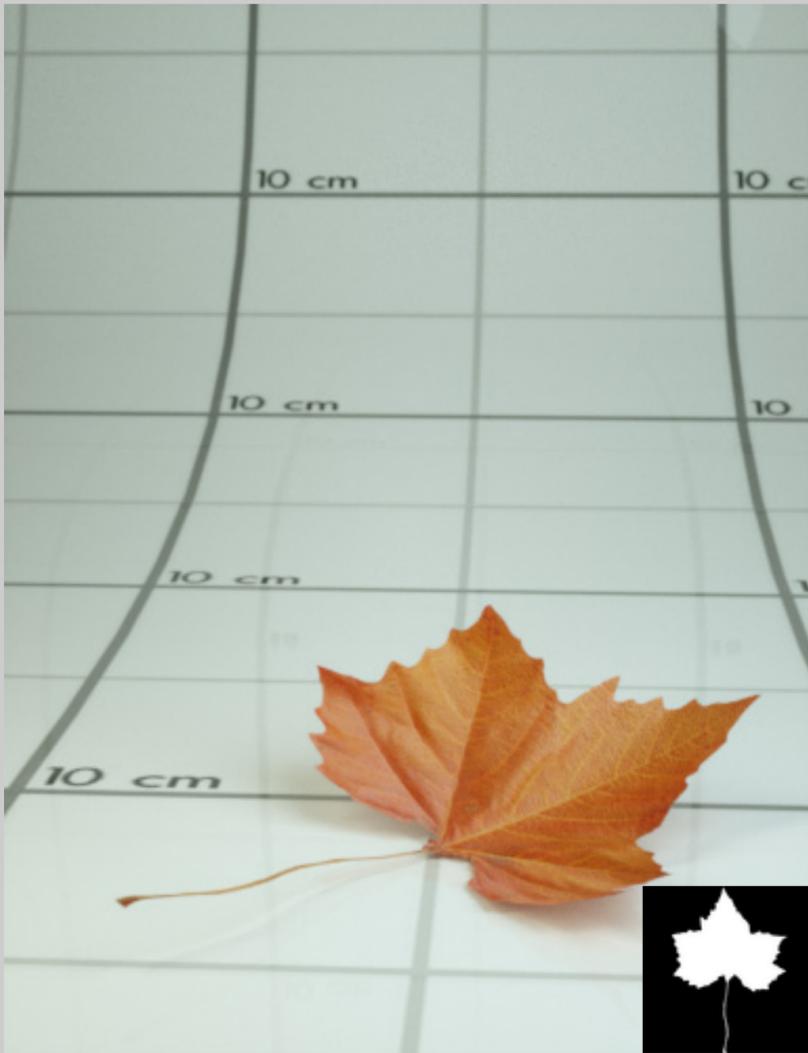


Account: 0.004, Shift: -0.002
Level of details: 4096x4096

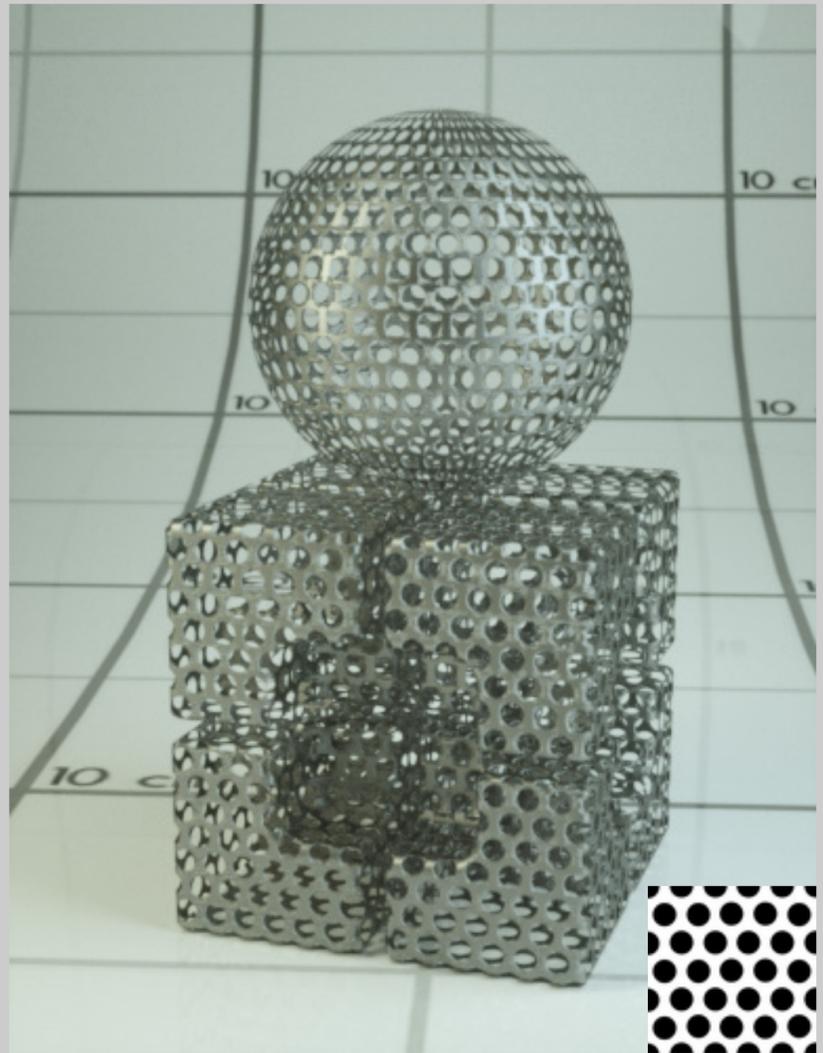
Octane Material

Opacity

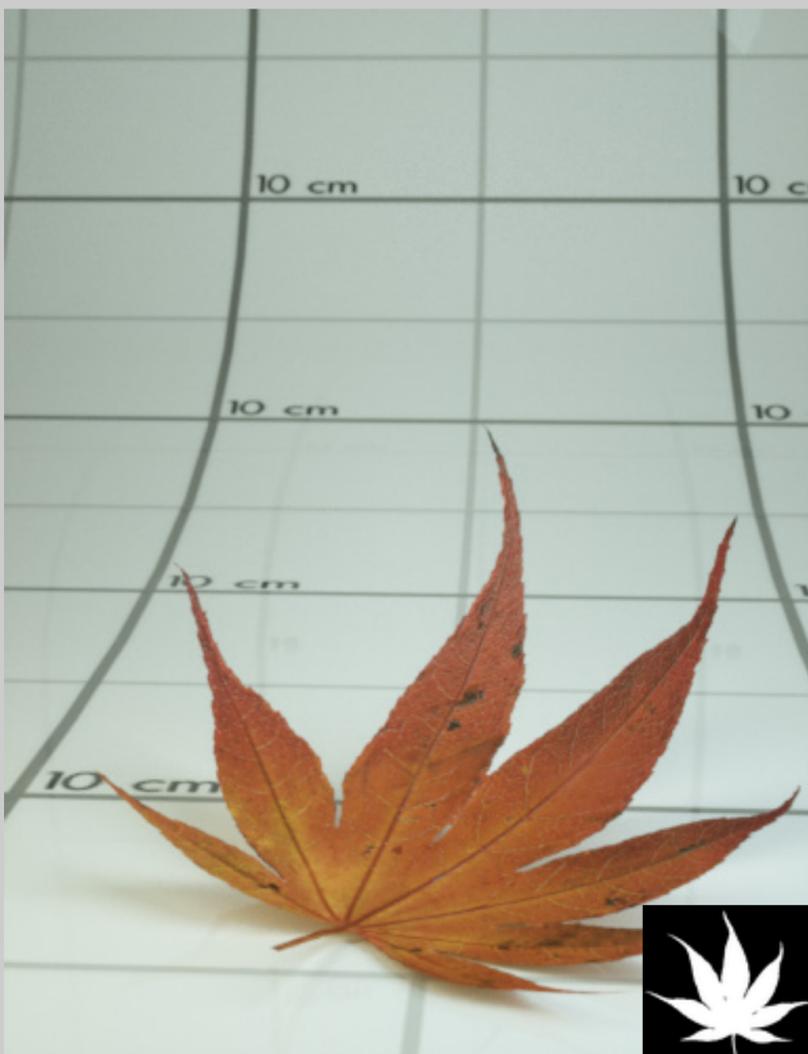
Diffuse, Glossy, Specular



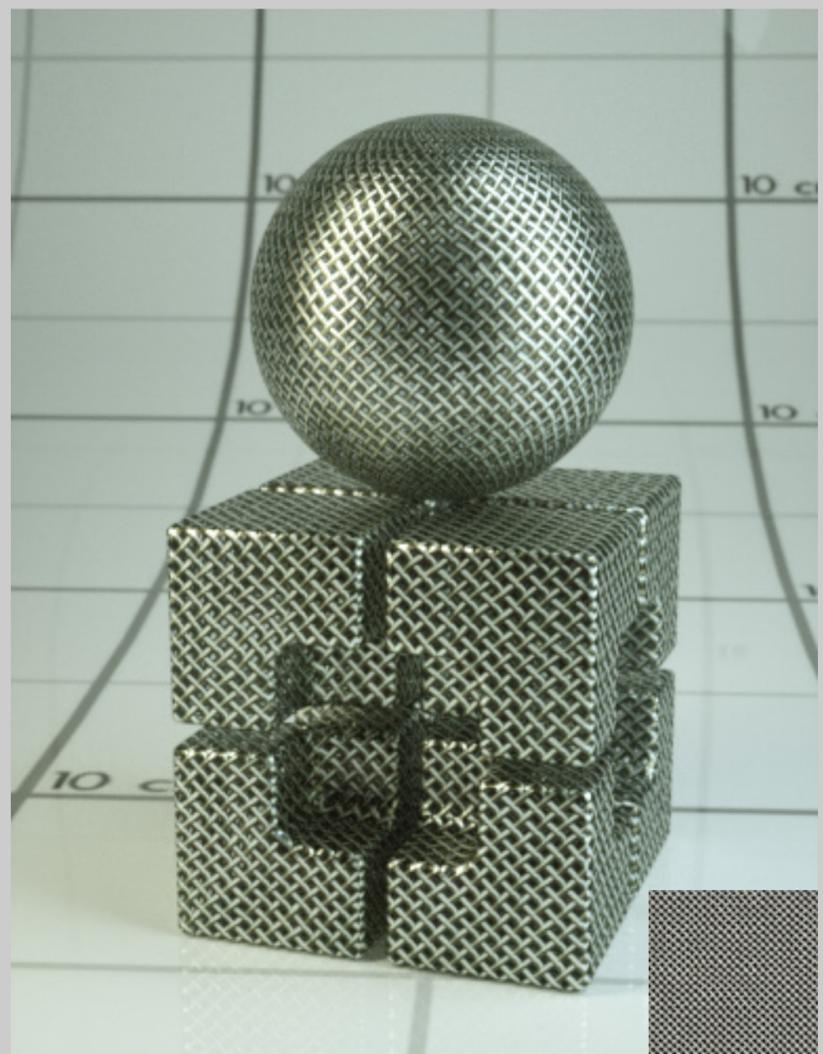
ImageTexture



ImageTexture



ImageTexture



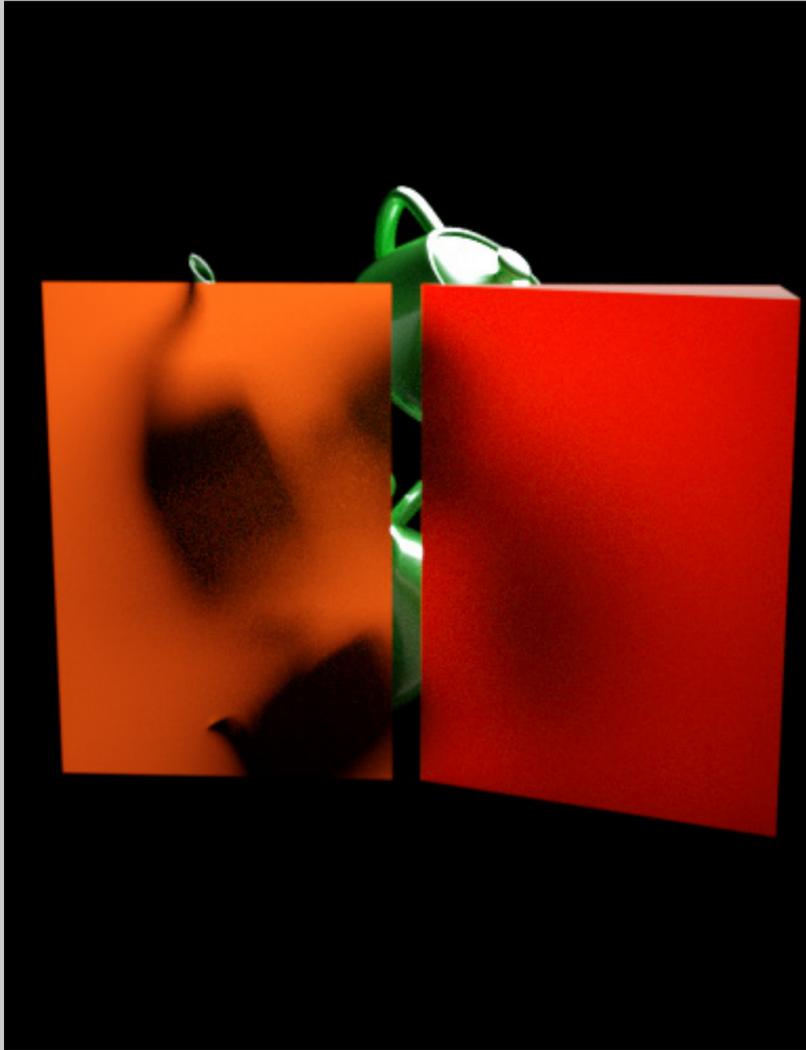
ImageTexture

Octane Material

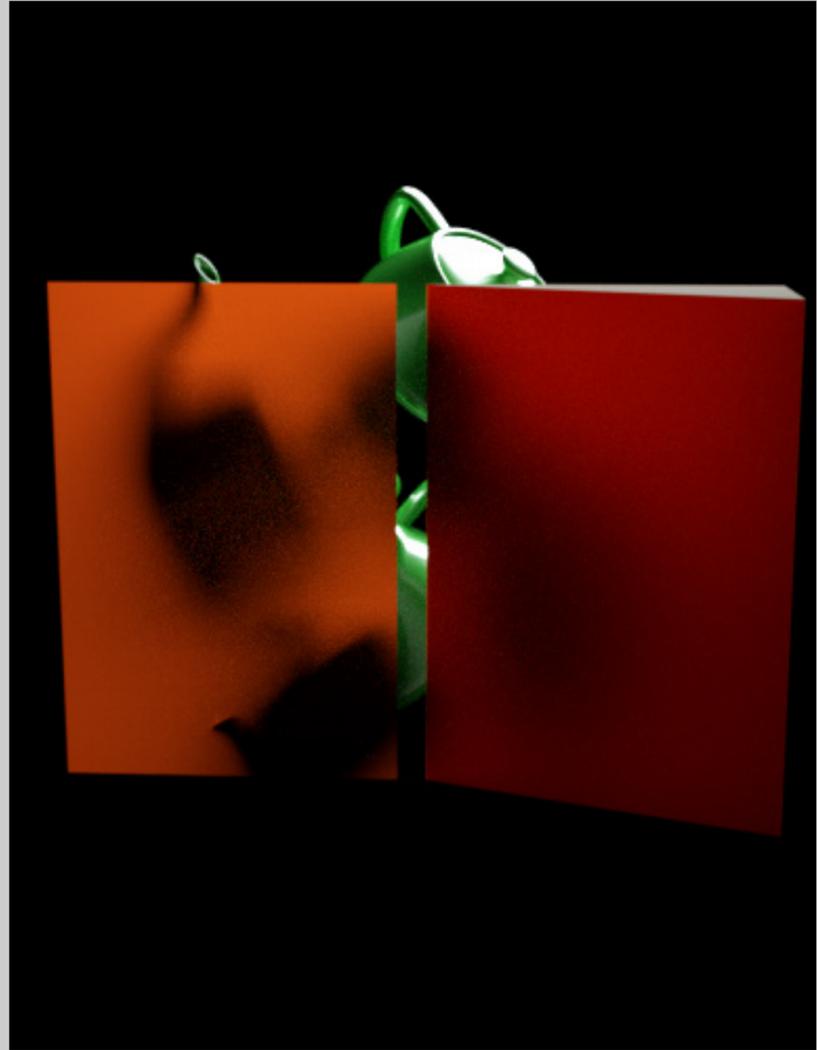
Transmission

Diffuse, Specular

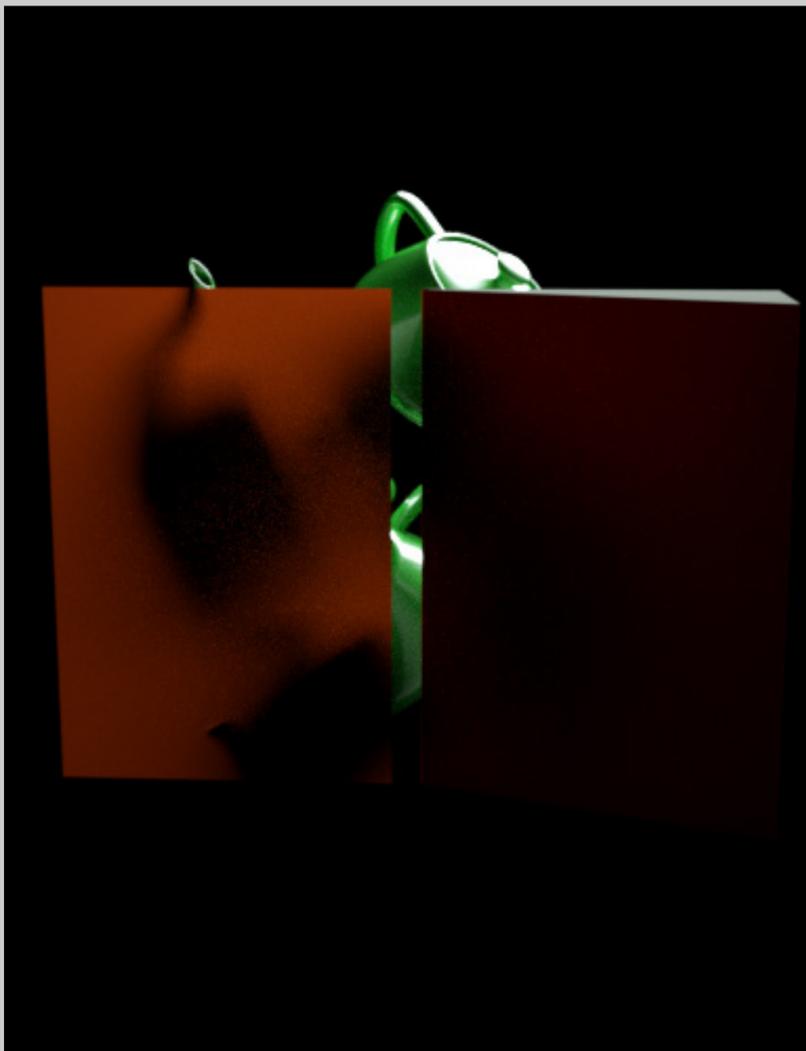
Diffuse Material



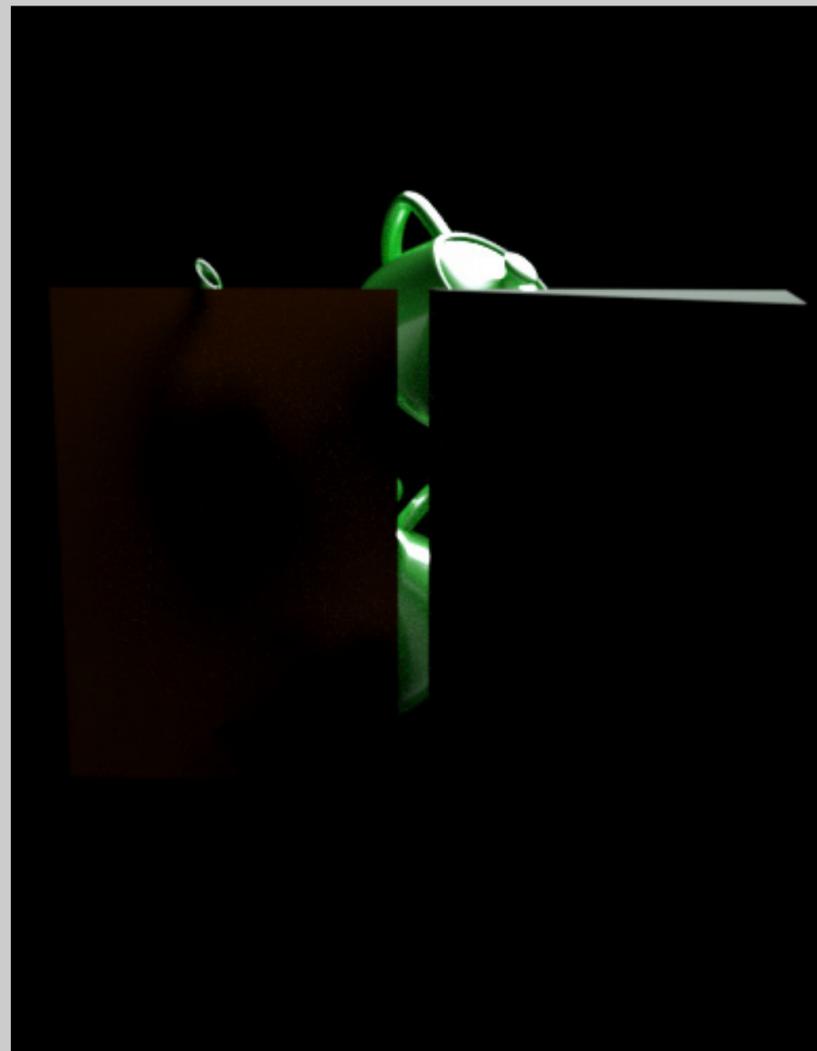
Diffuse Color:
Transmission Color:



Diffuse Color:
Transmission Color:



Diffuse Color:
Transmission Color:



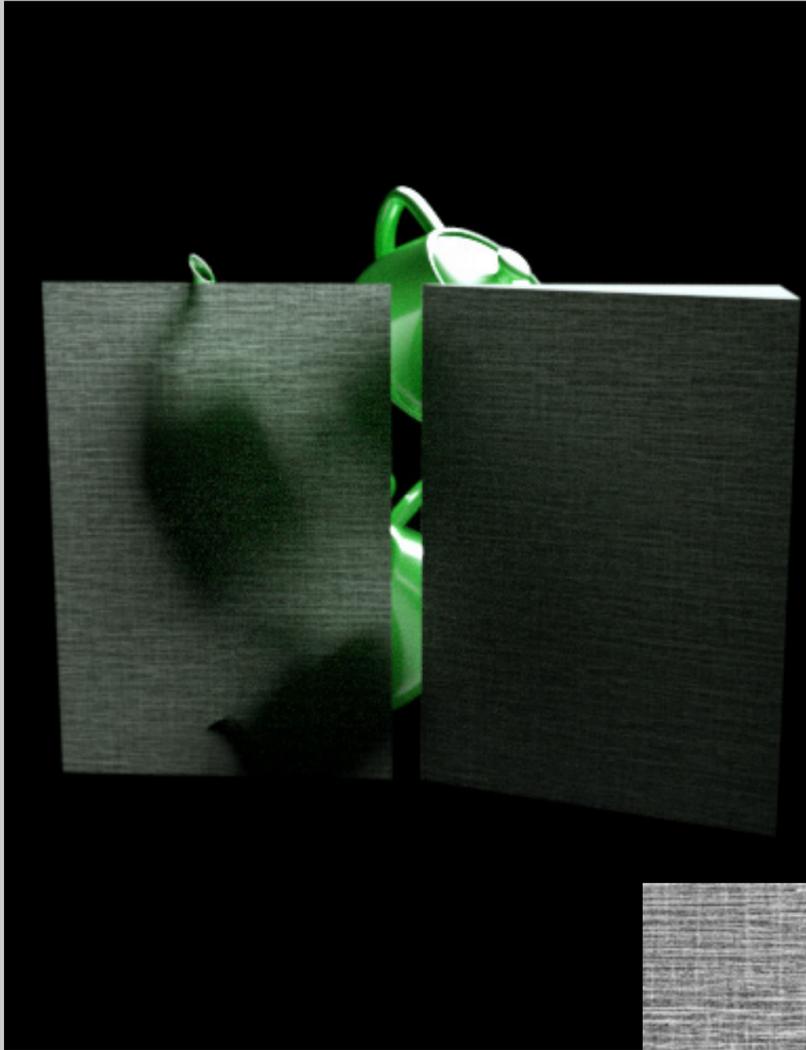
Diffuse Color:
Transmission Color:

Octane Material

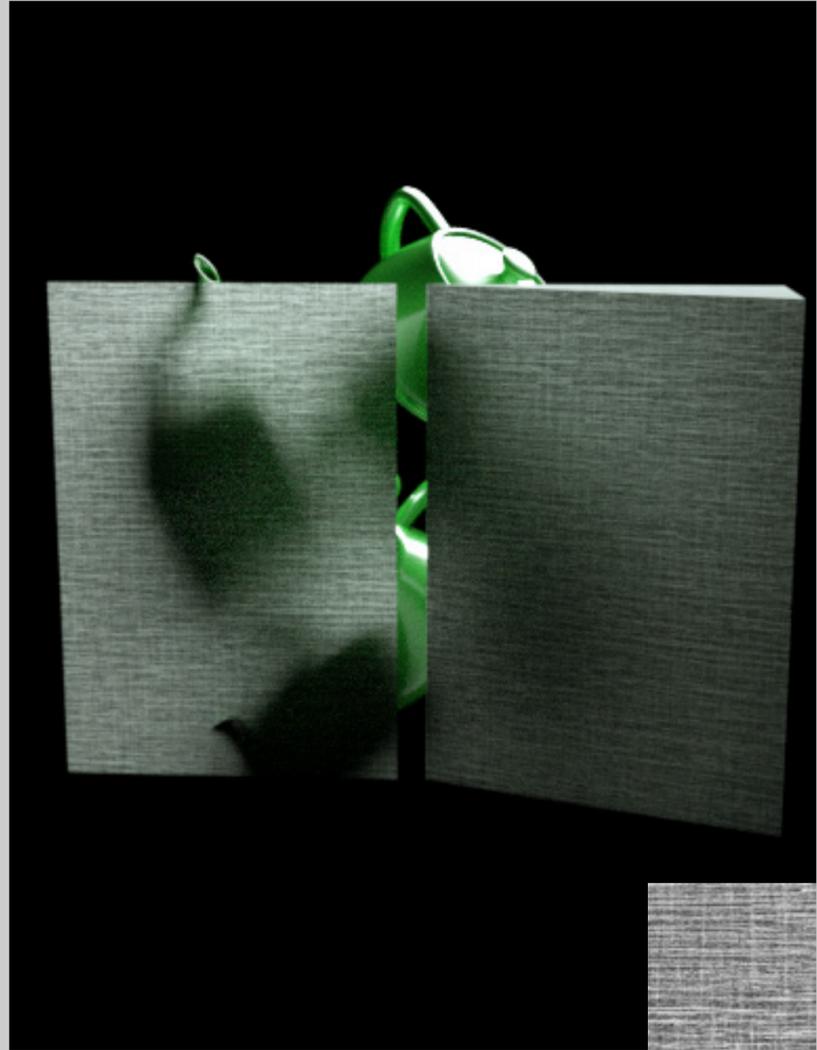
Transmission

Diffuse, Specular

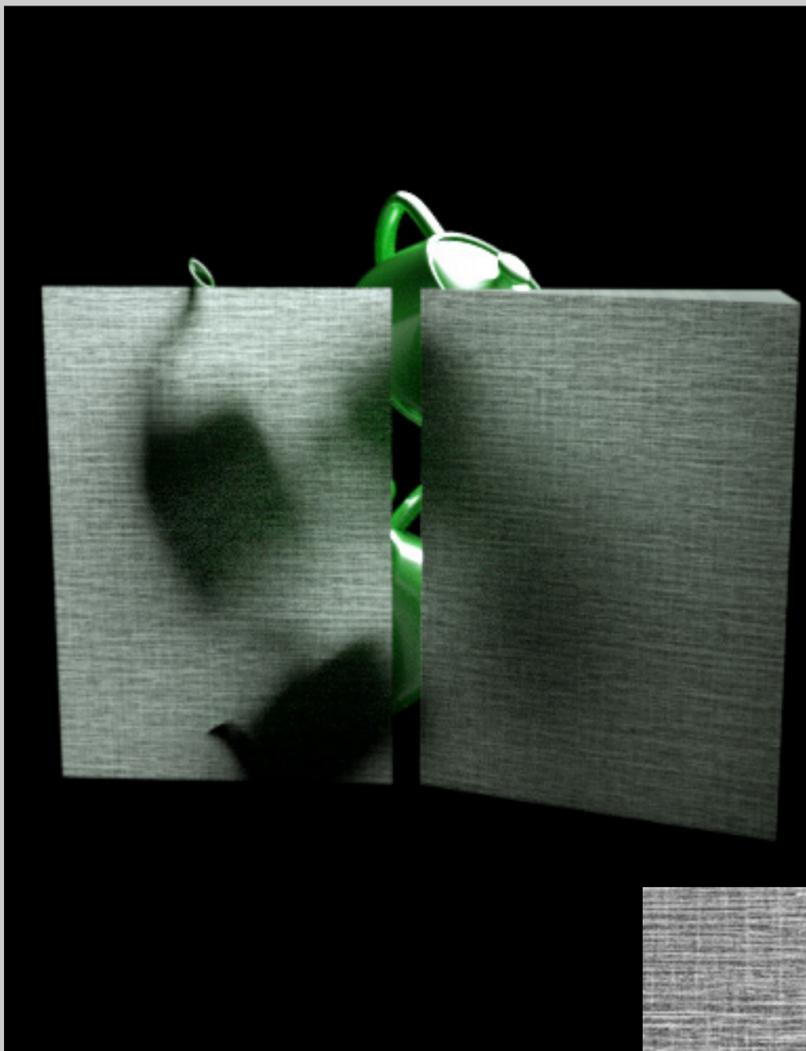
Diffuse Material



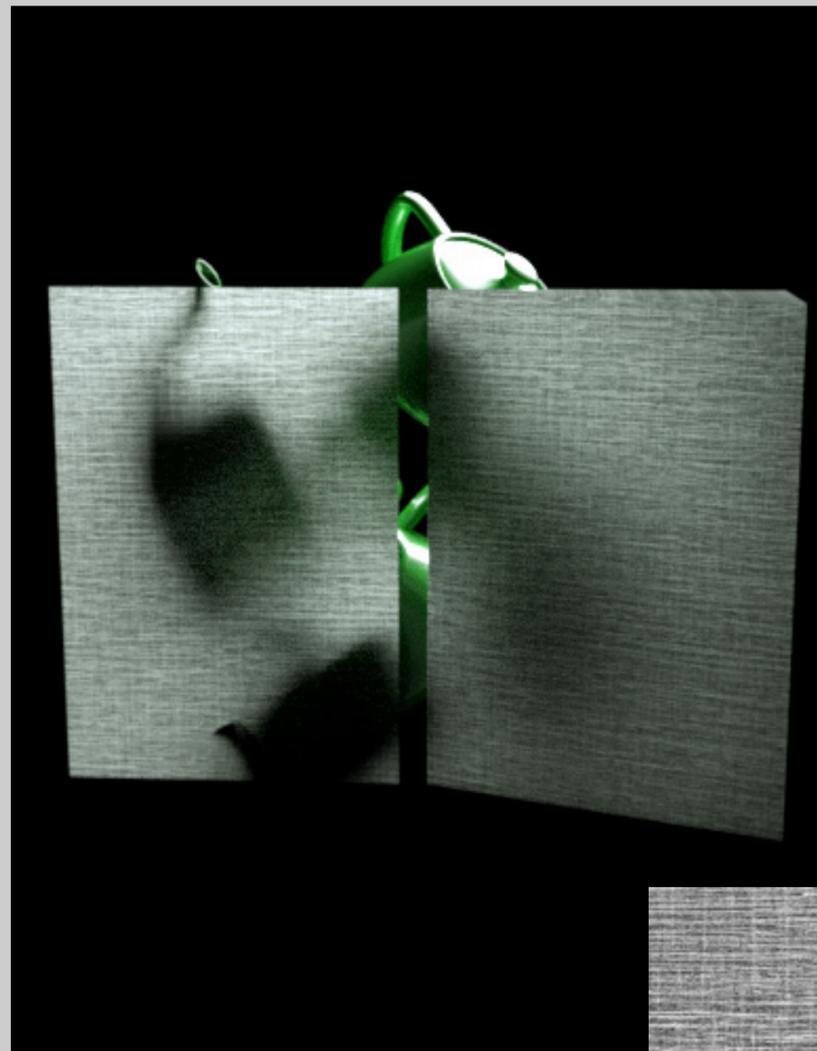
Diffuse Color:
Transmission: ImageTexture



Diffuse Color:
Transmission: ImageTexture



Diffuse Color:
Transmission: ImageTexture



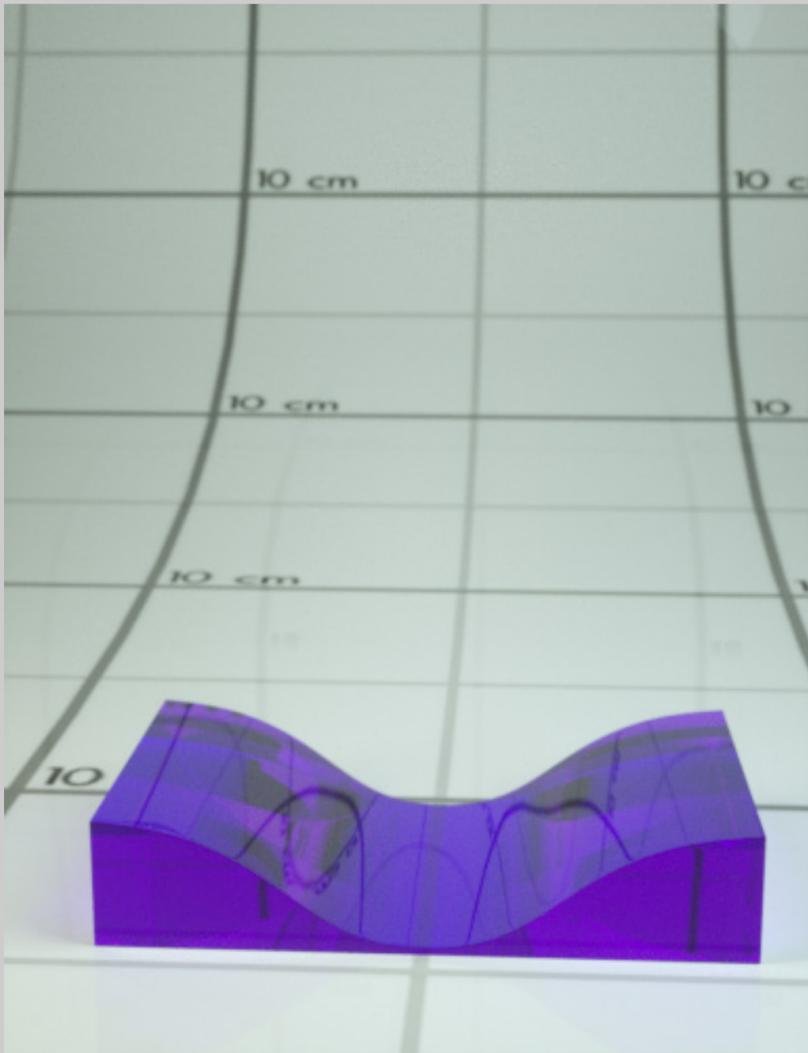
Diffuse Color:
Transmission: ImageTexture

Octane Material

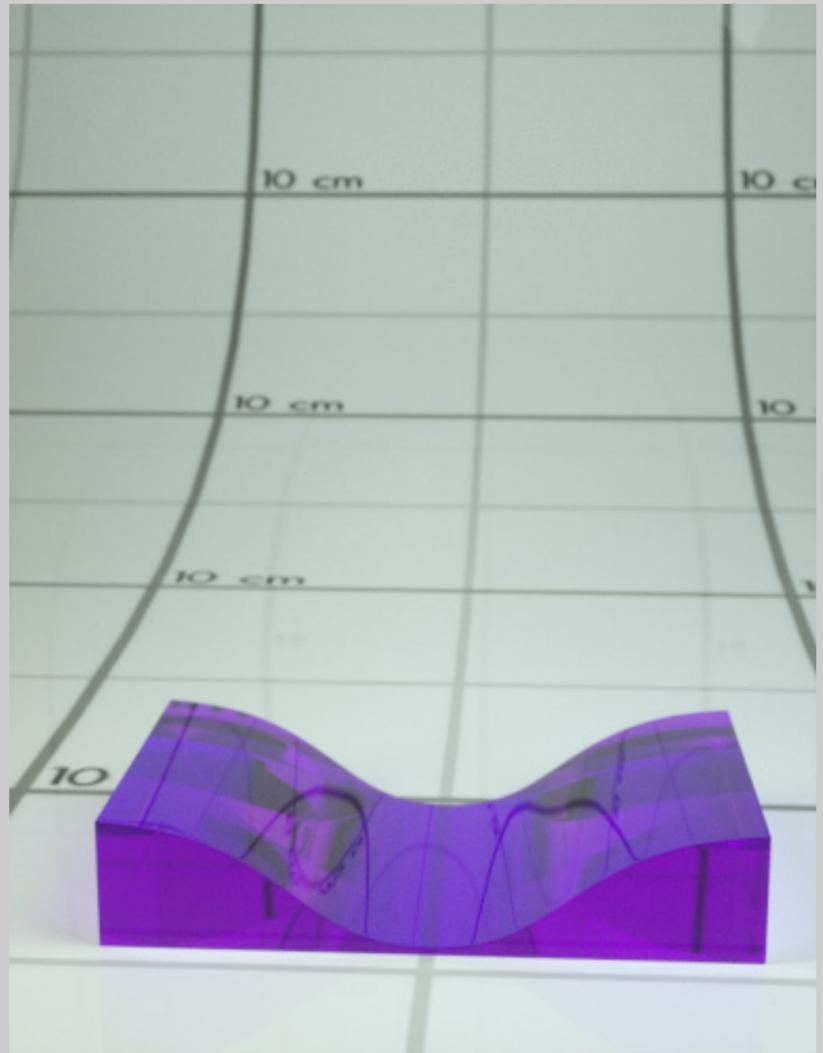
Transmission

Diffuse, Specular

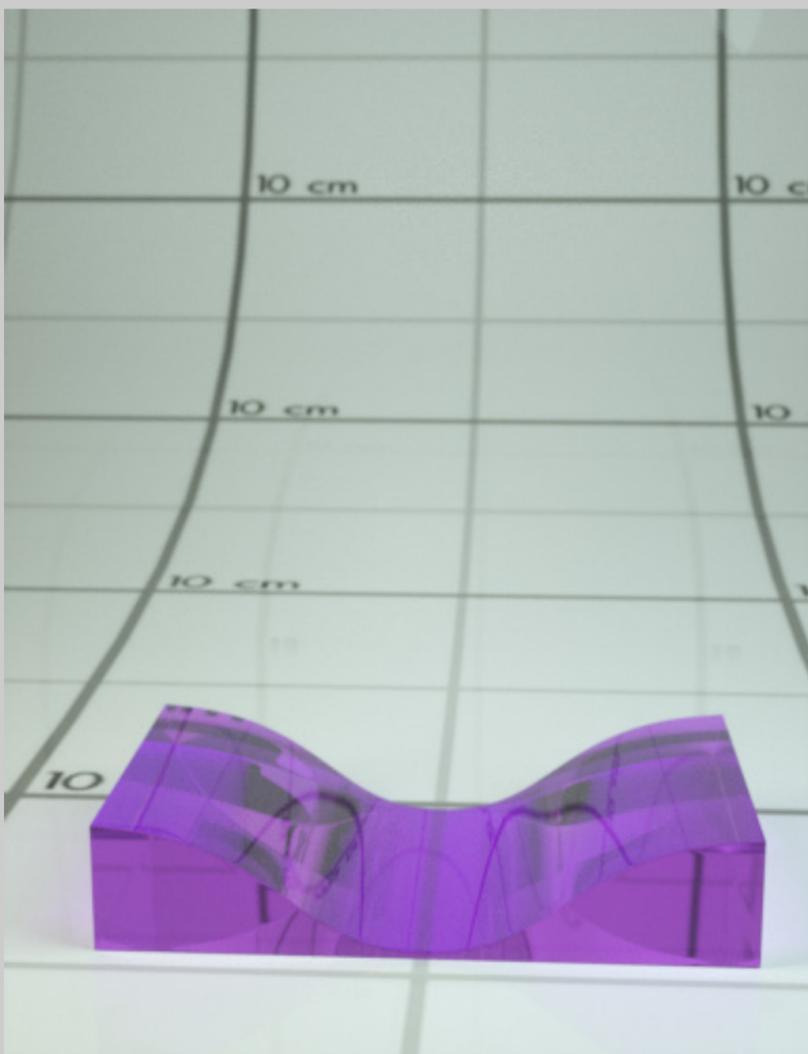
Specular Material



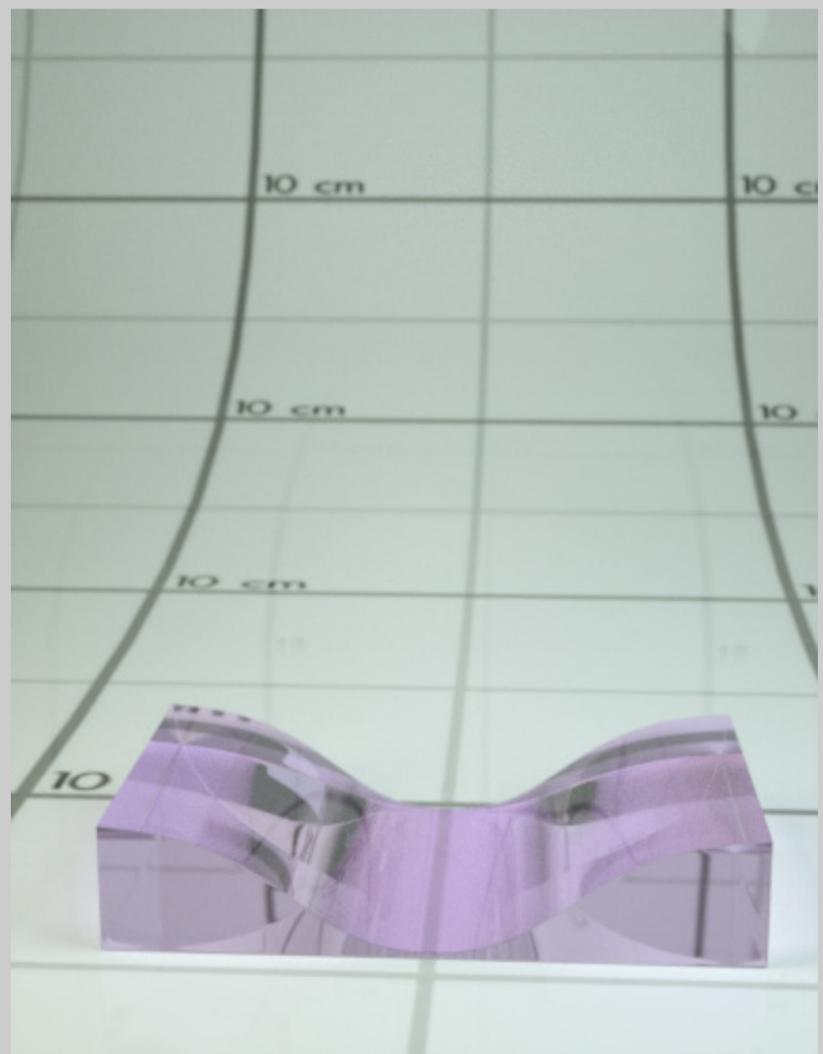
Transmission Color: 



Transmission Color: 



Transmission Color: 



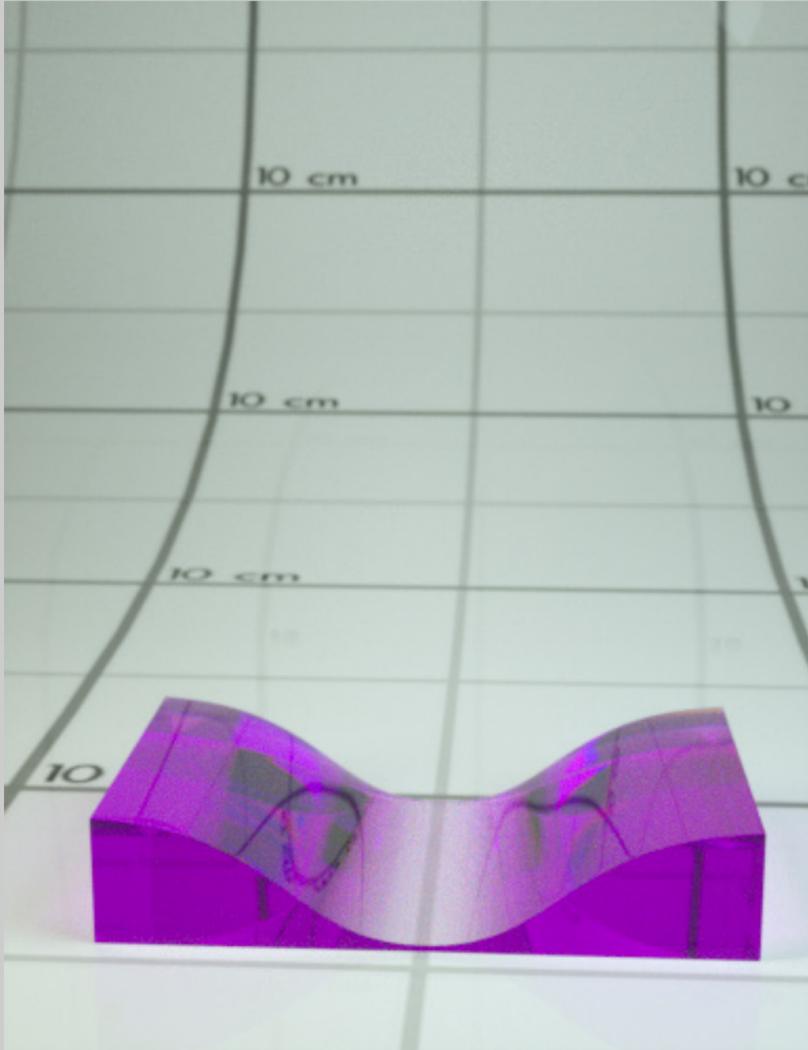
Transmission Color: 

Octane Material

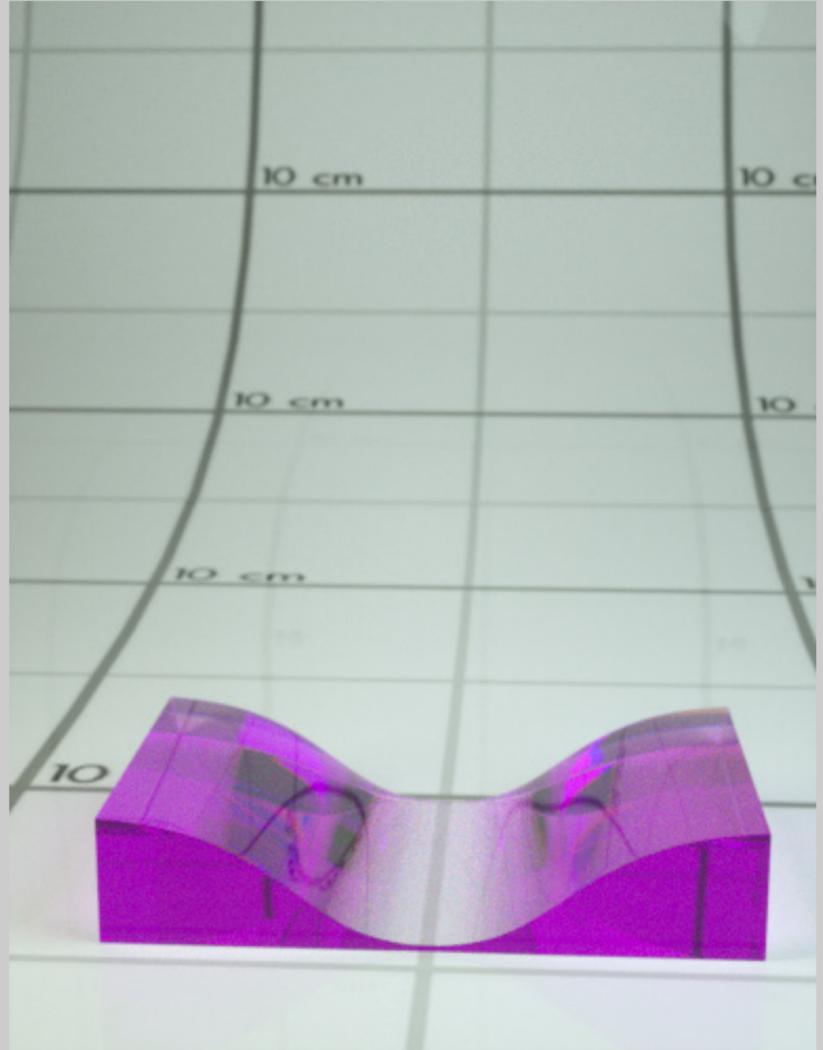
Medium

Specular

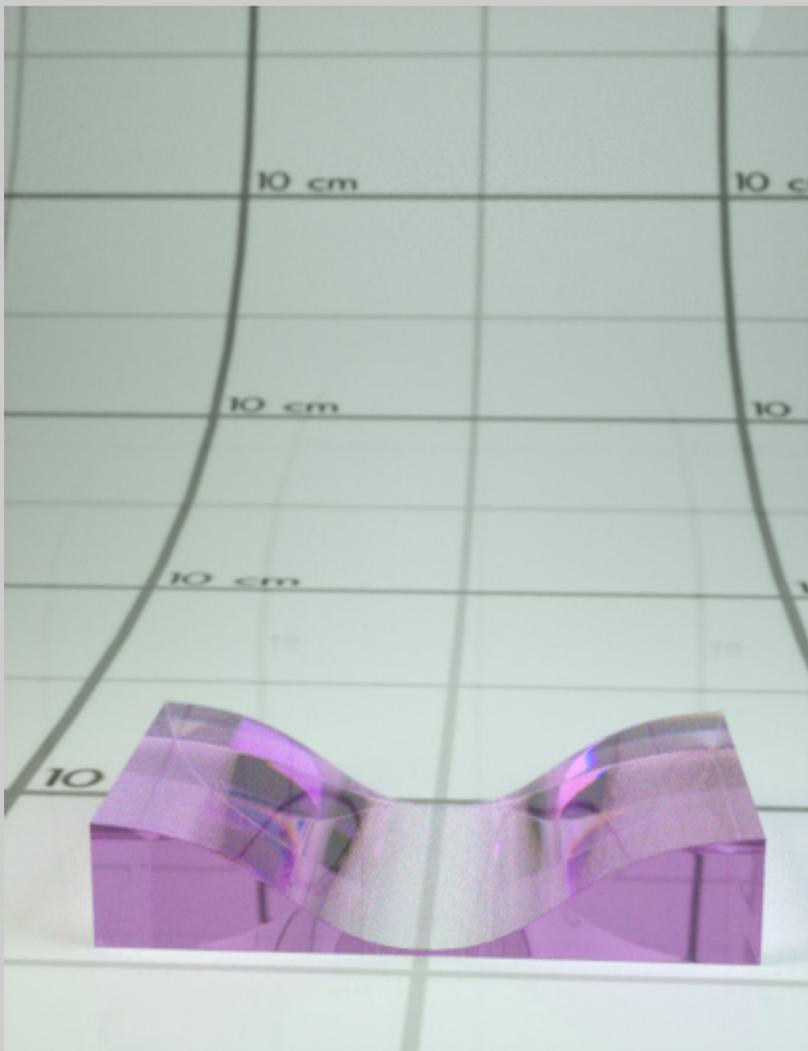
Scattering Medium



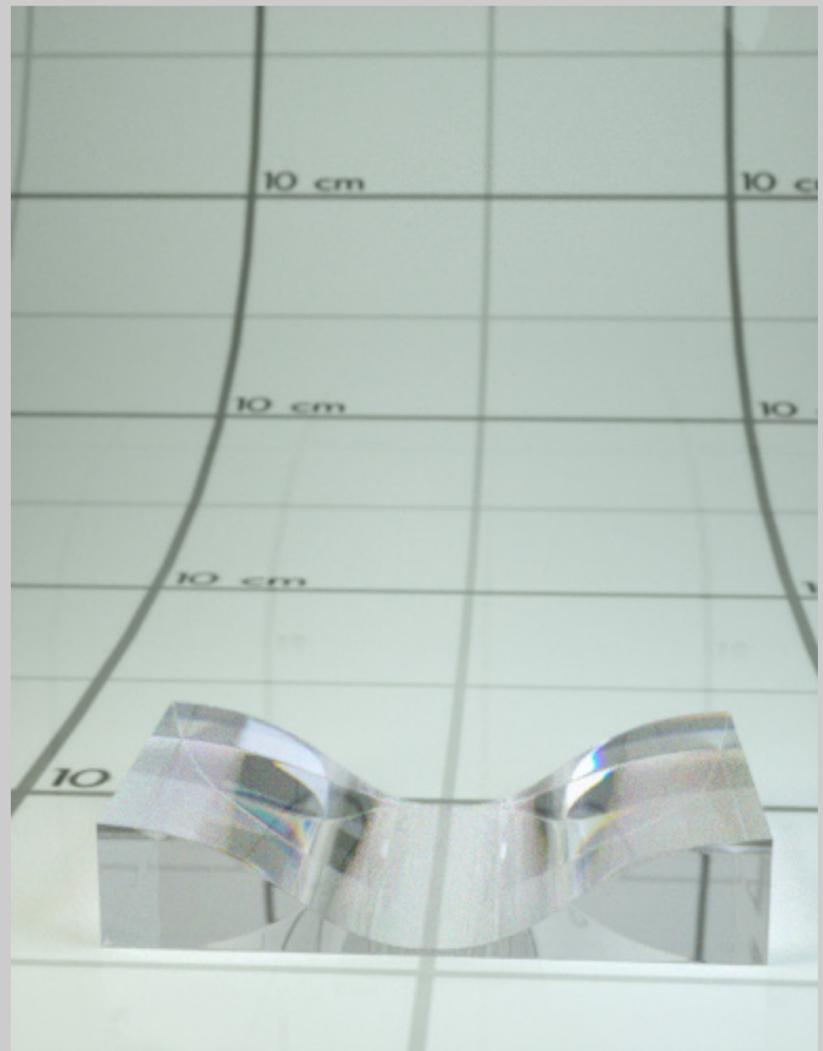
Absorption Color: ■ Scattering Color: ■
Scale: 50



Absorption Color: ■ Scattering Color: ■
Scale: 50



Absorption Color: ■ Scattering Color: ■
Scale: 50



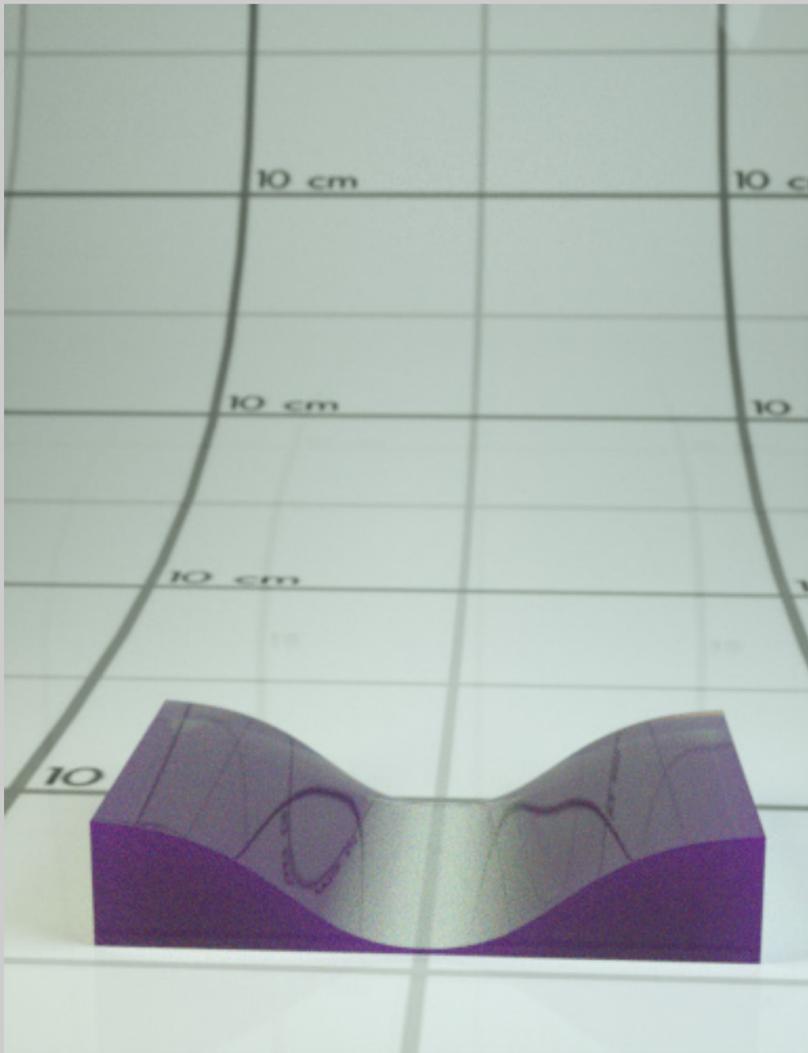
Absorption Color: ■ Scattering Color: ■
Scale: 50

Octane Material

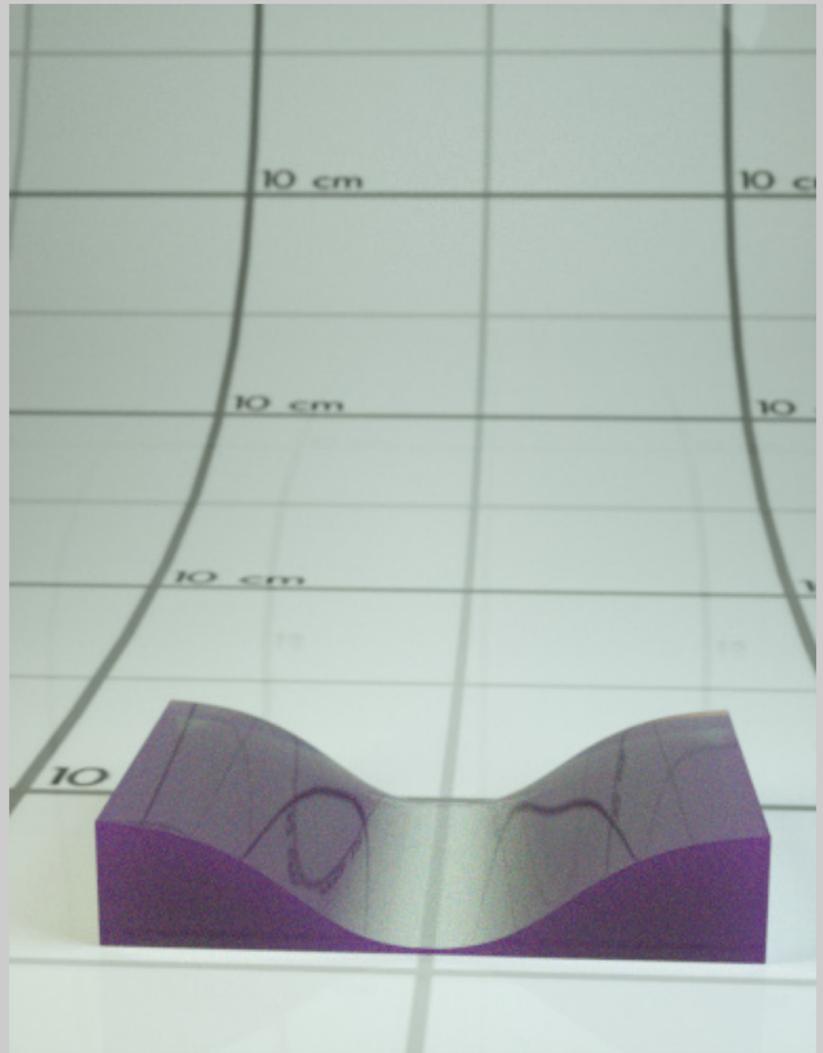
Medium

Specular

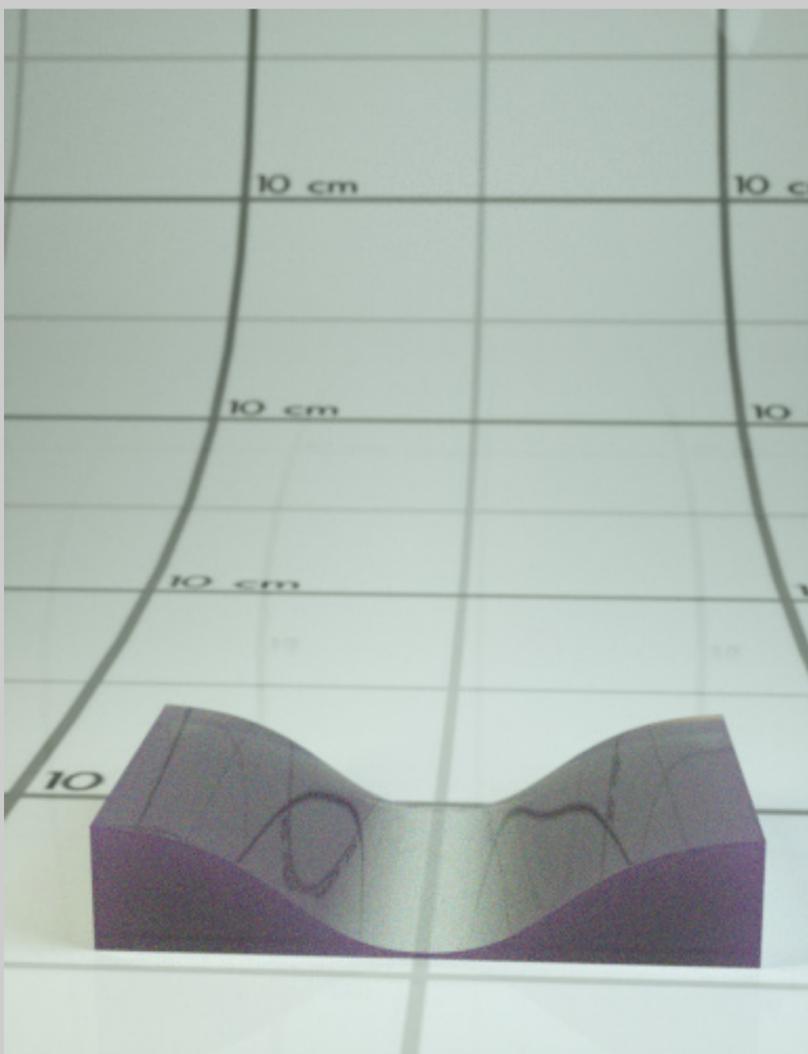
Scattering Medium



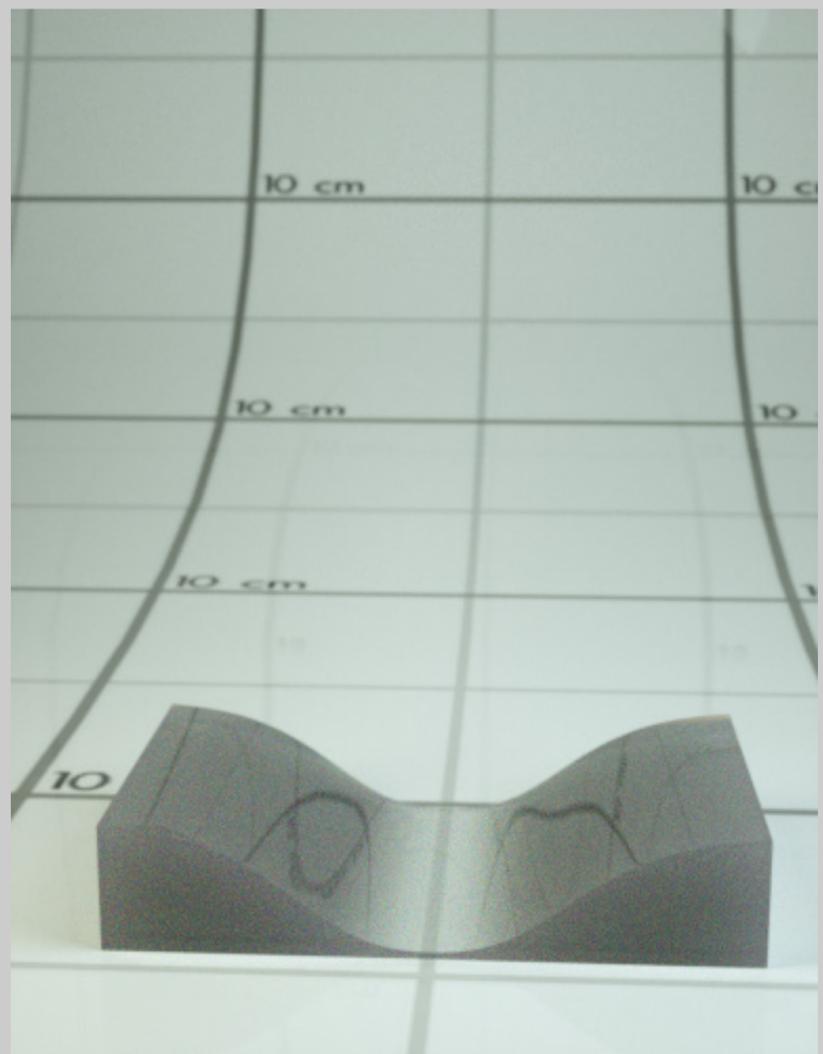
Absorption Color: Scattering Color:
Scale: 30



Absorption Color: Scattering Color:
Scale: 30



Absorption Color: Scattering Color:
Scale: 30



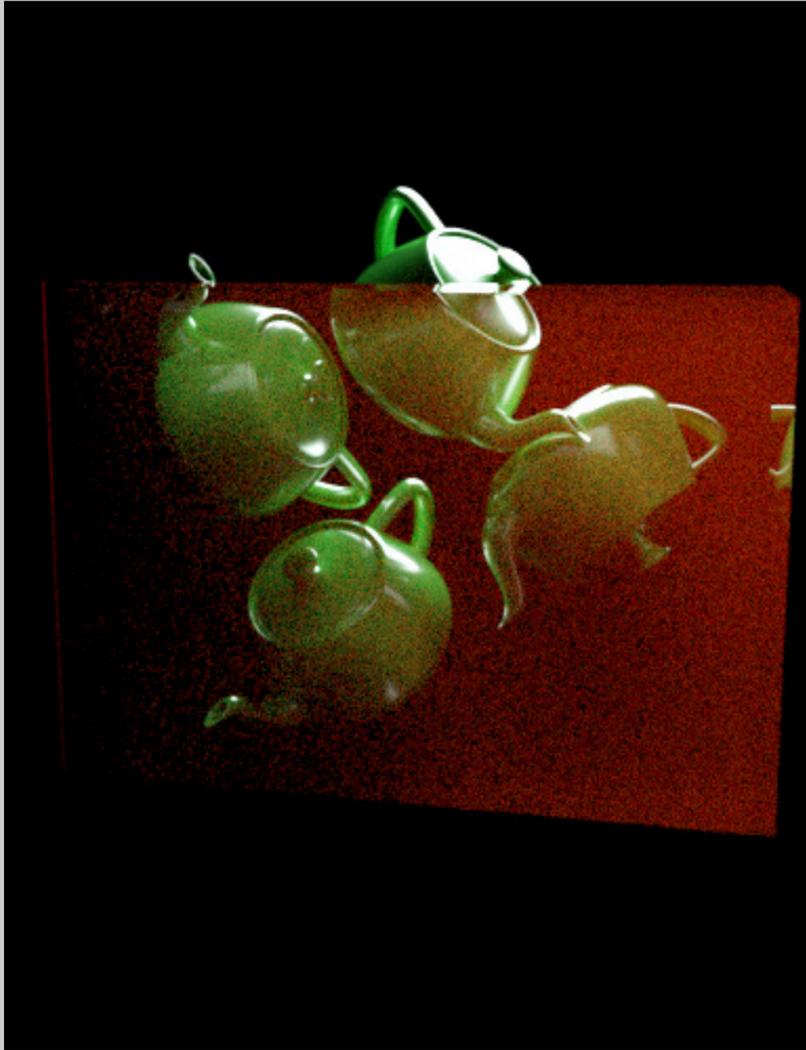
Absorption Color: Scattering Color:
Scale: 30

Octane Material

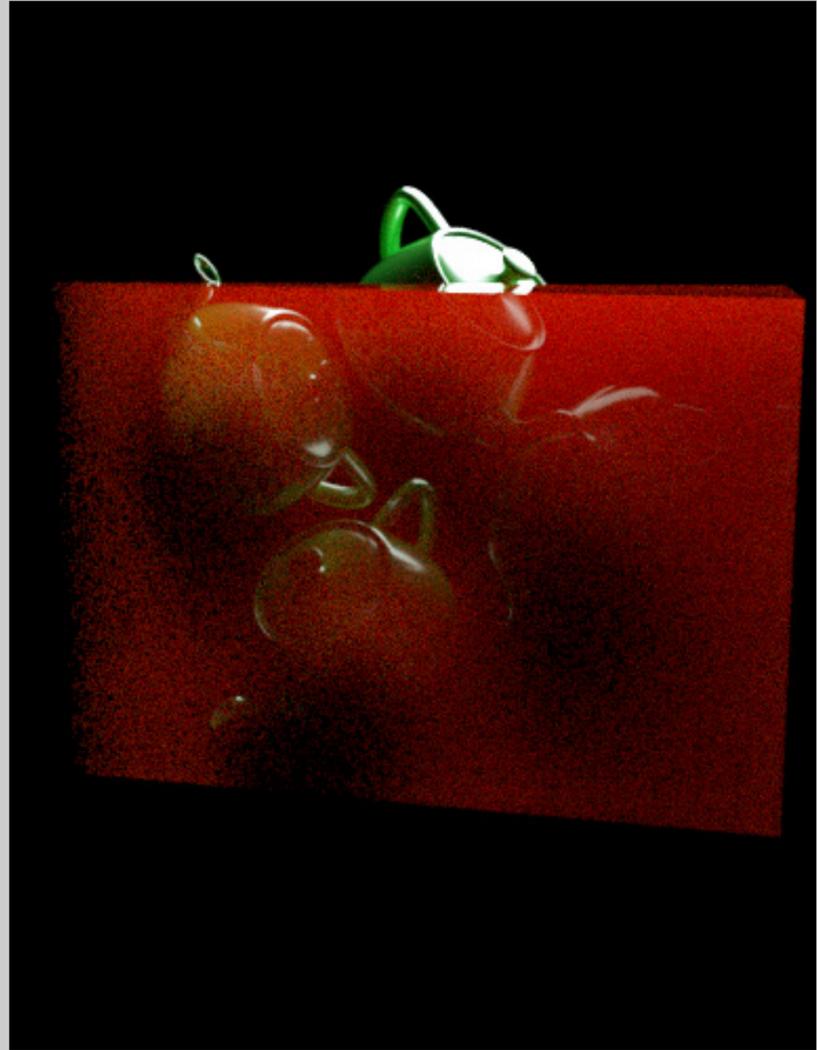
Medium

Specular

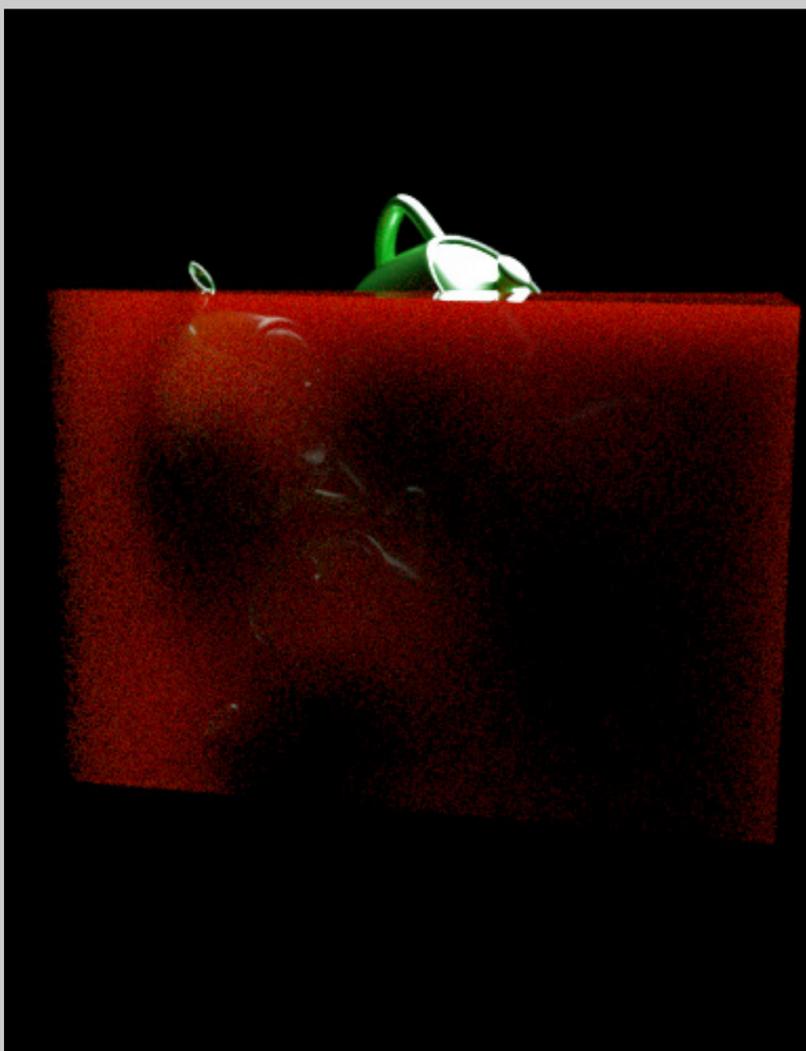
Scattering Medium Transmission Color : Roughness : 0



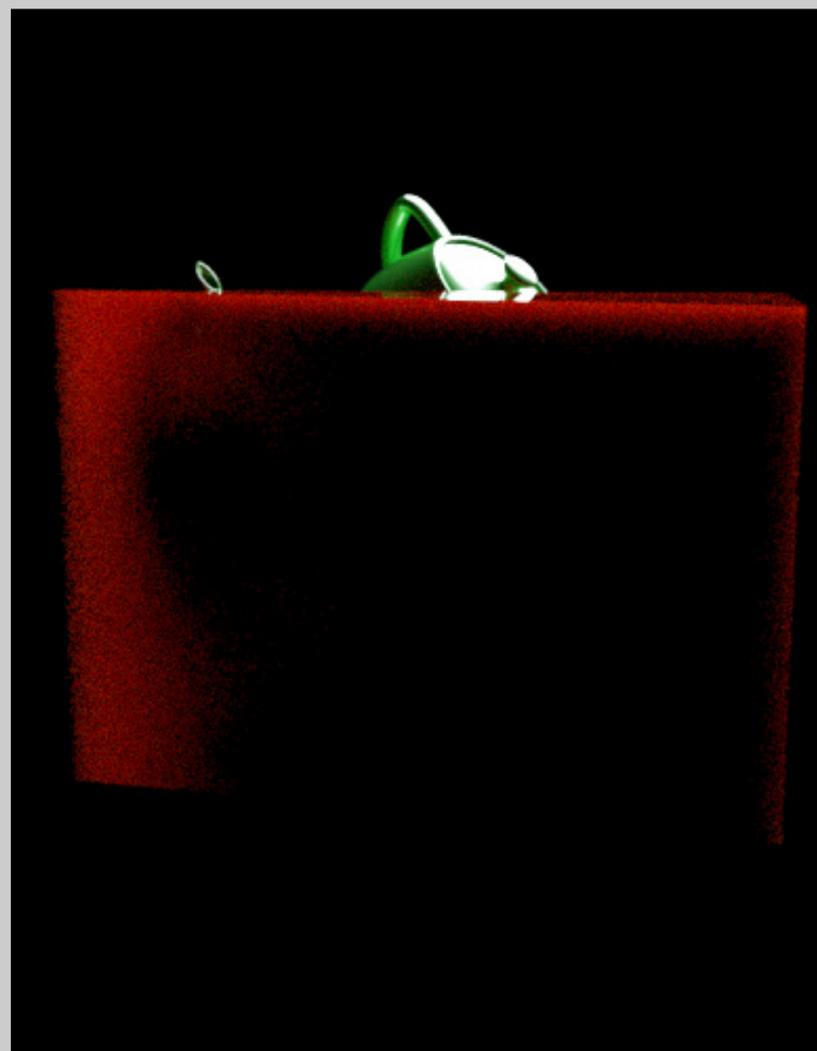
Scale: 10
Absorption Color: Scattering Color:



Scale: 10
Absorption Color: Scattering Color:



Scale: 200
Absorption Color: Scattering Color:



Scale: 500
Absorption Color: Scattering Color:

Octane Material

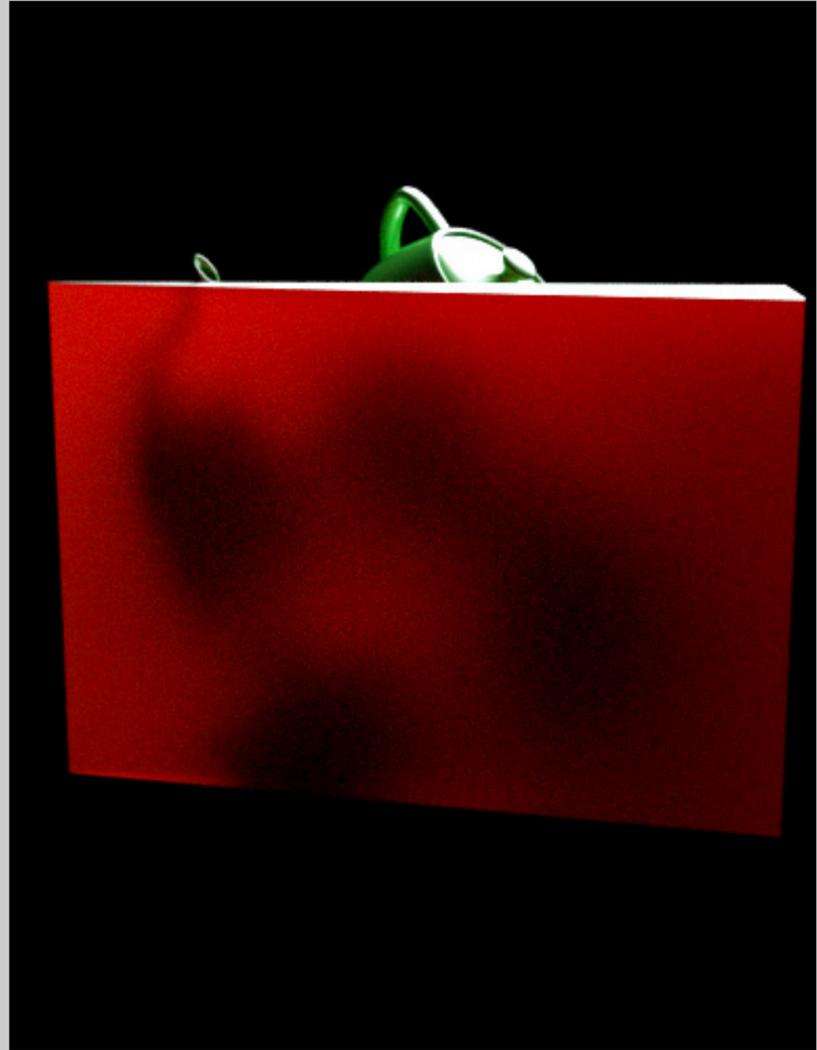
Medium

Specular

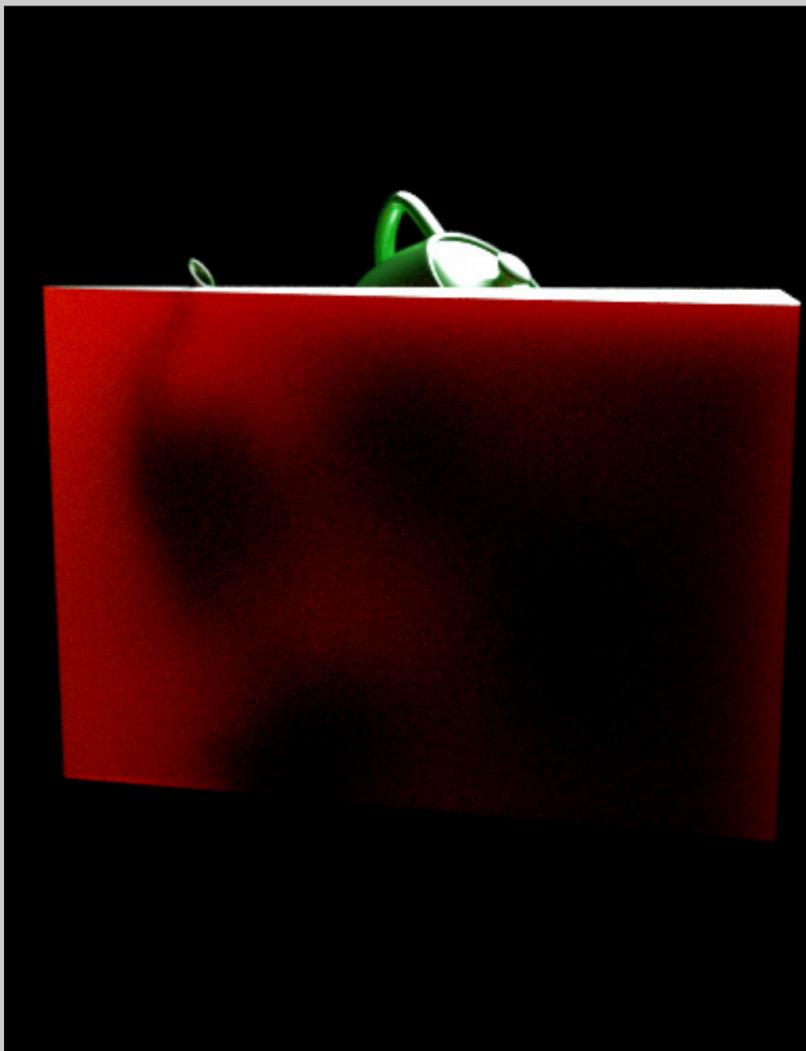
Scattering Medium Transmission Color : ■ Roughness : 0.3



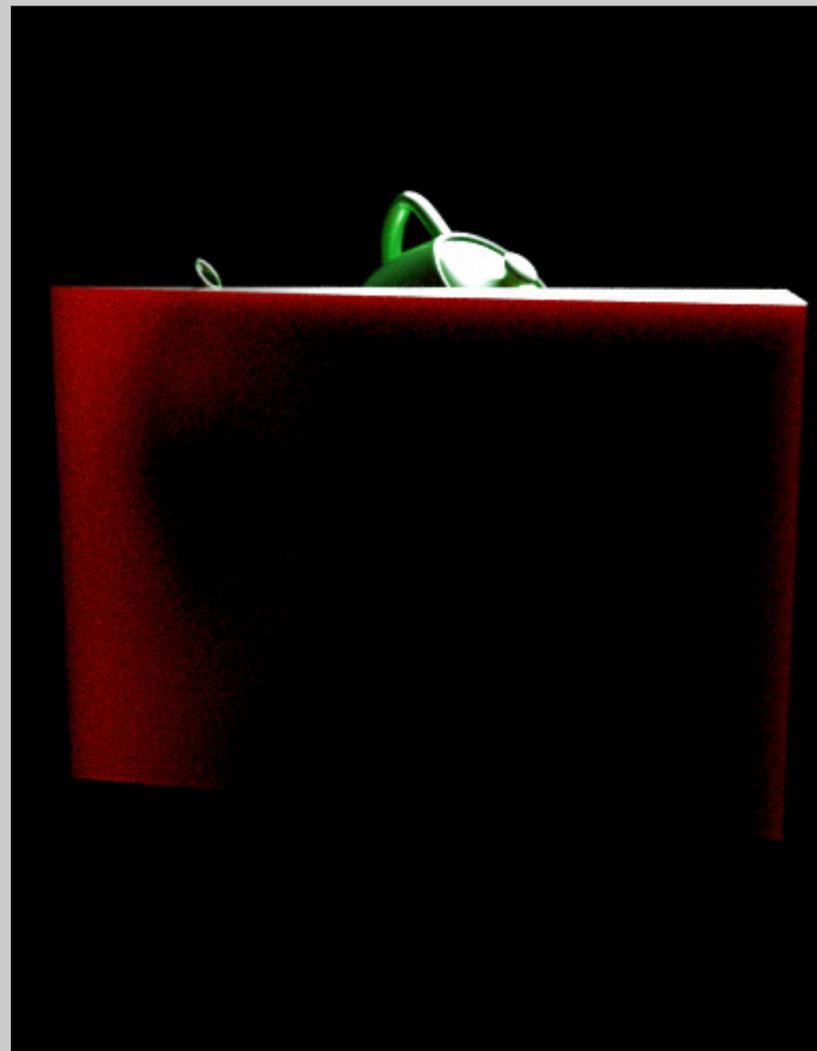
Scale: 10
Absorption Color: ■ Scattering Color: ■



Scale: 10
Absorption Color: ■ Scattering Color: ■



Scale: 200
Absorption Color: ■ Scattering Color: ■

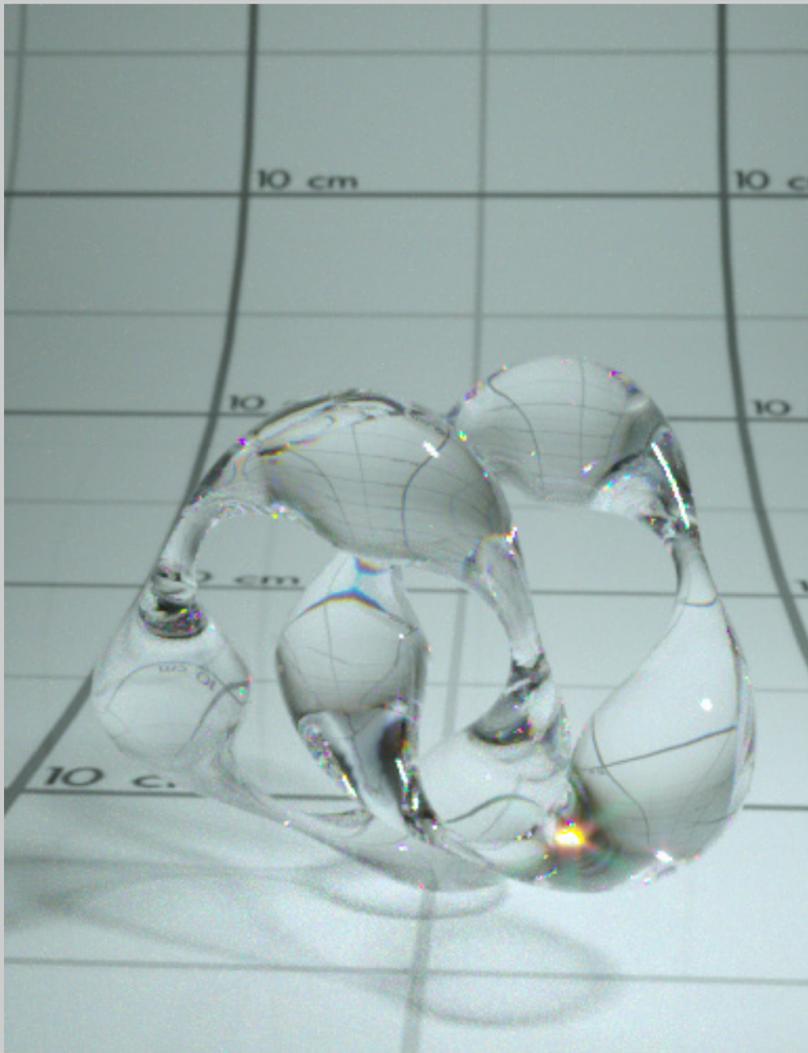


Scale: 500
Absorption Color: ■ Scattering Color: ■

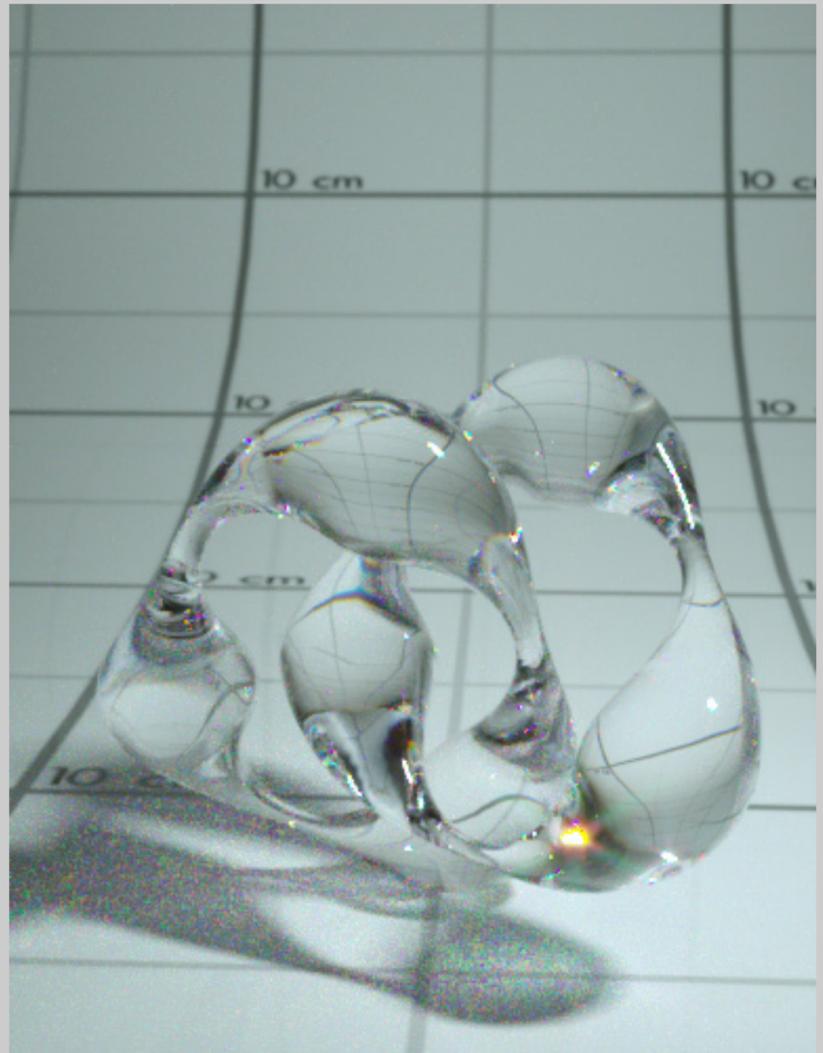
Octane Material

Fake Shadows

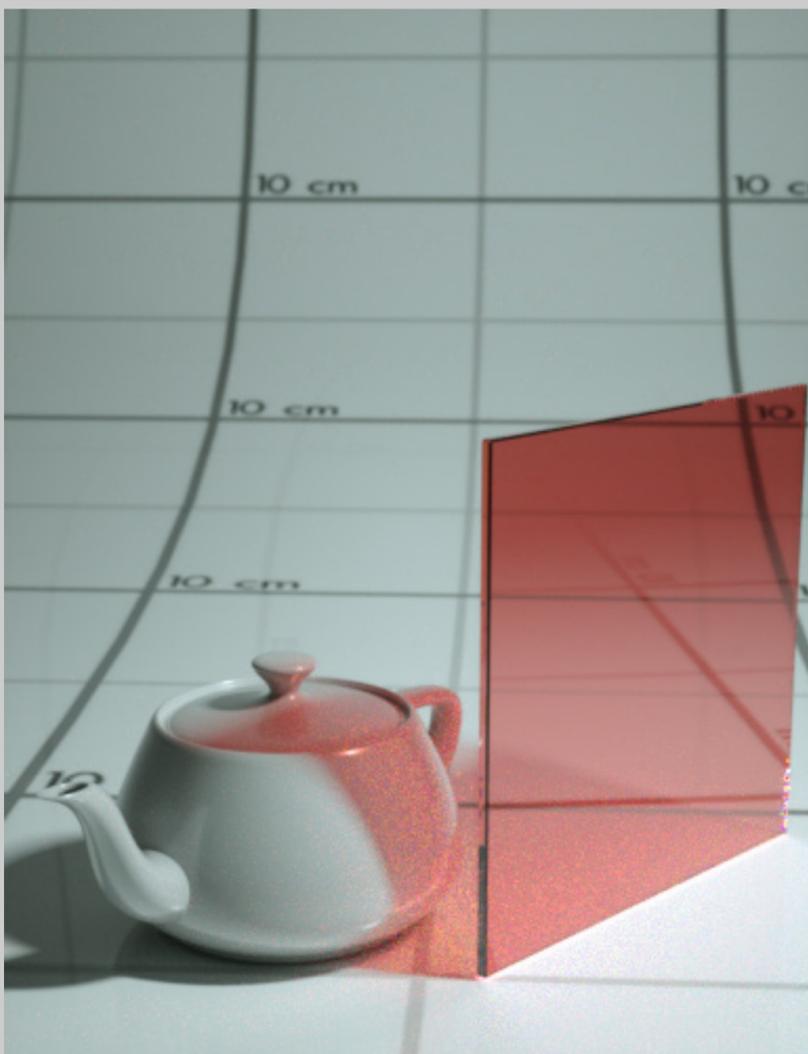
Specular



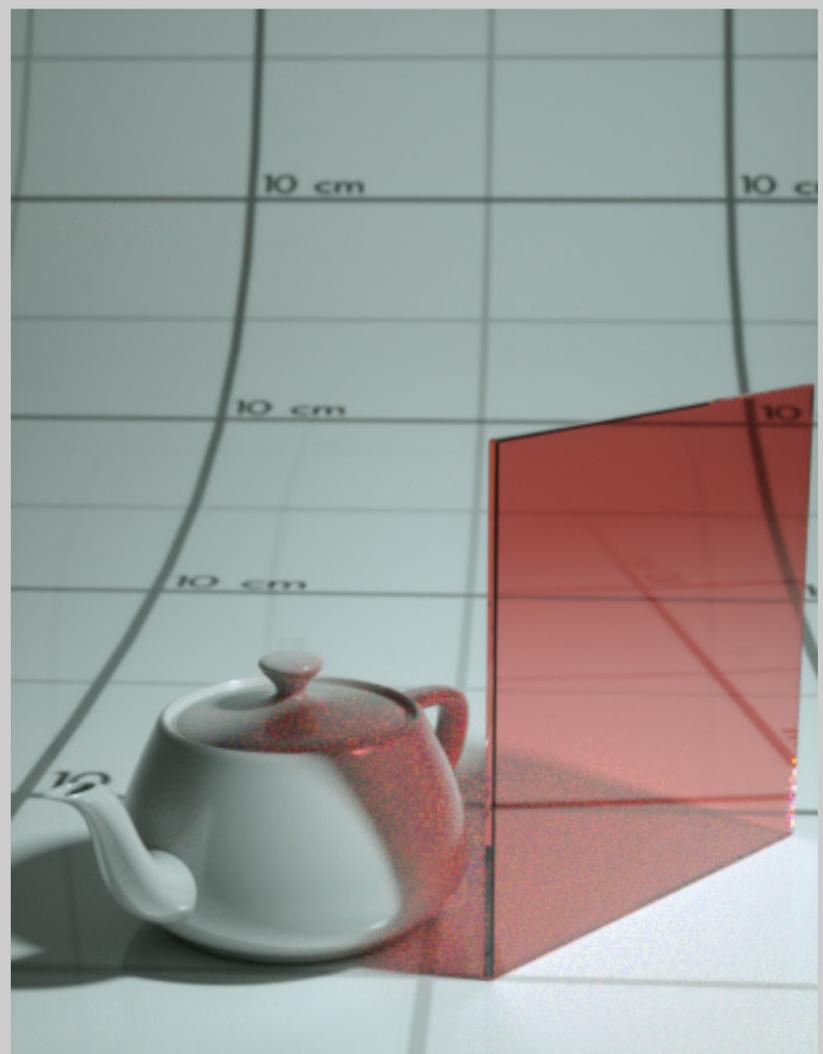
Fake Shadows: On



Fake Shadows: Off



Fake Shadows: On



Fake Shadows: Off