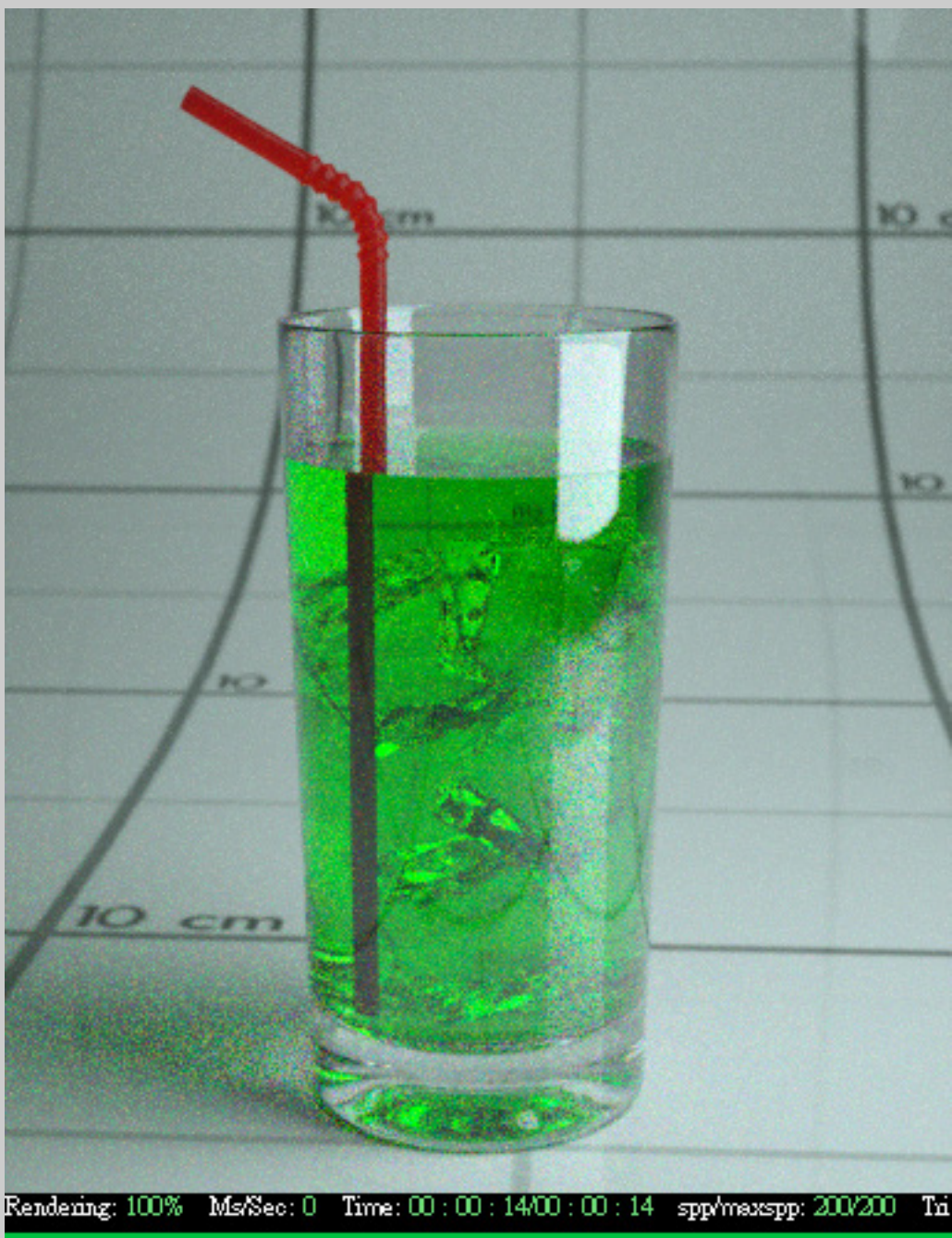


# Octane Settings

## 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"



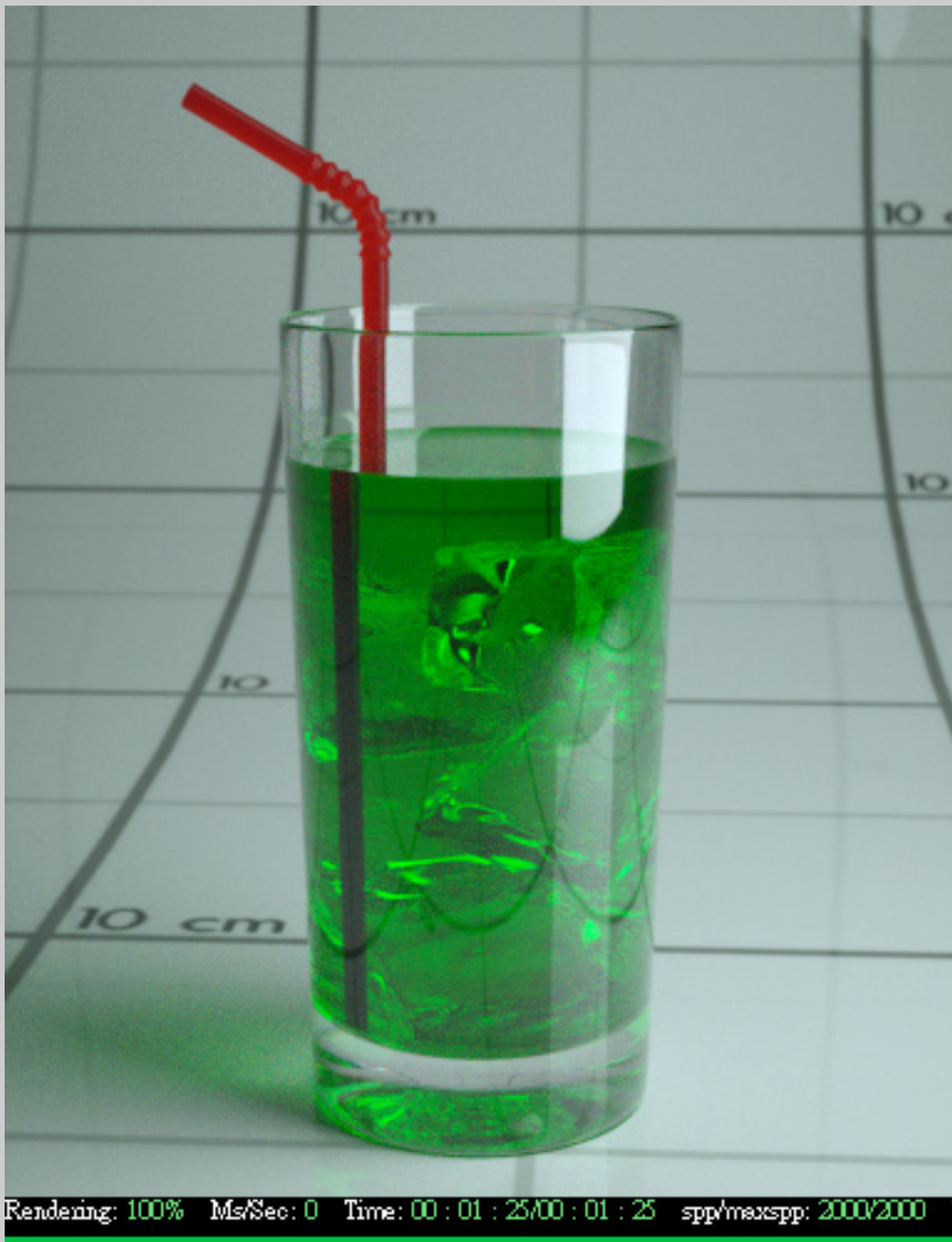
Path term. power: 0. Time: 2"



# 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



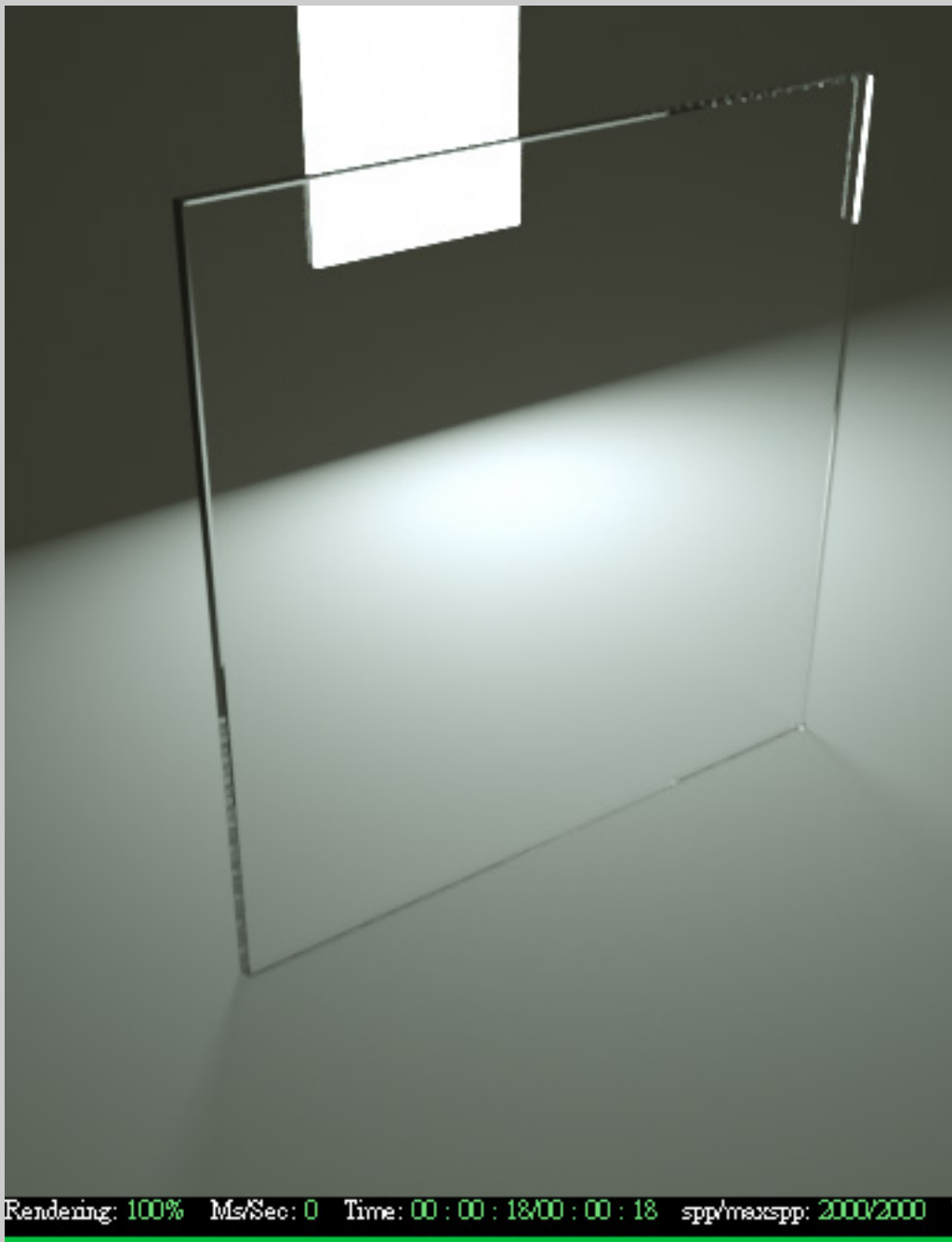
Alpha channel: On  
Keep Environment: Off



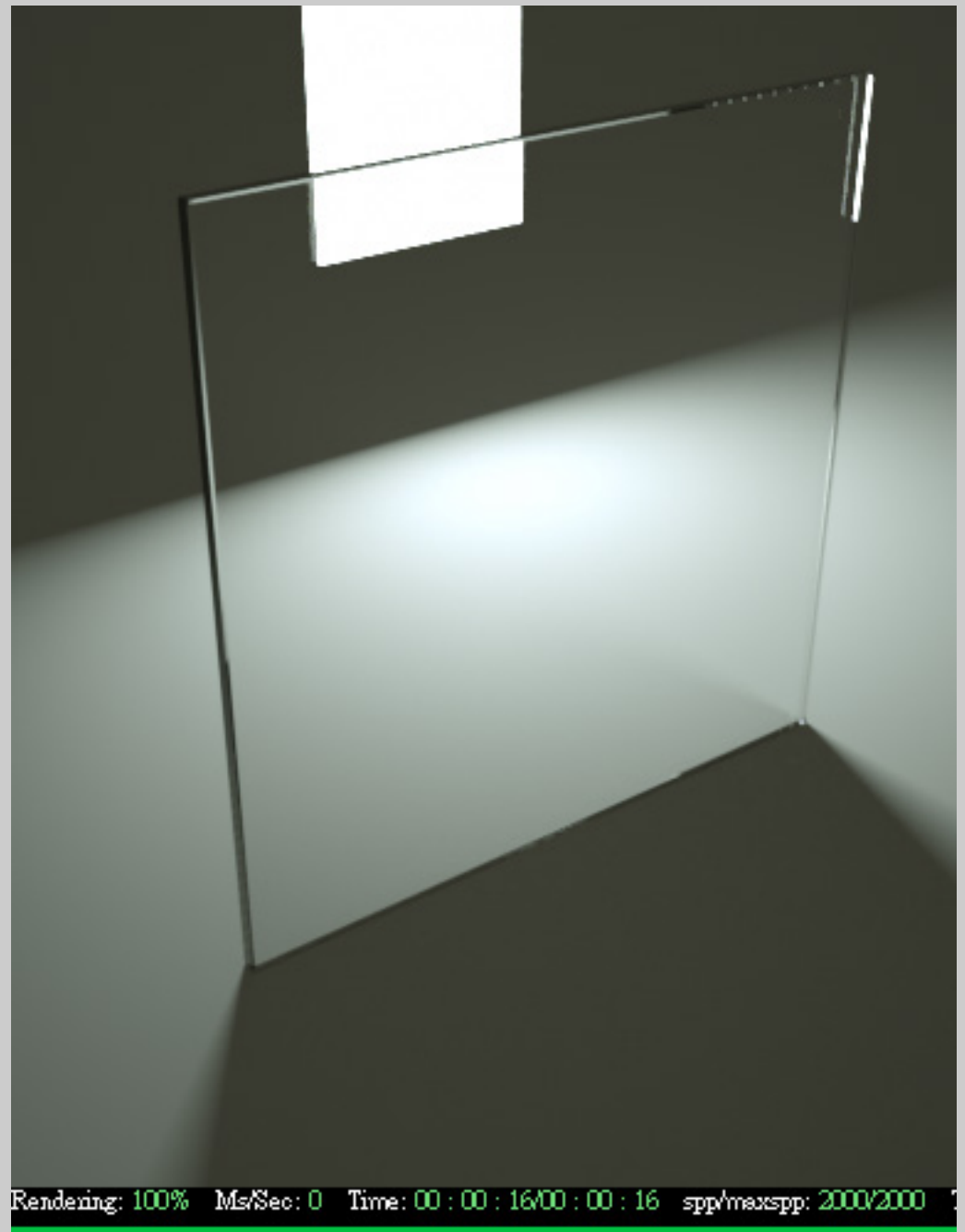
# Octane Settings

## 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



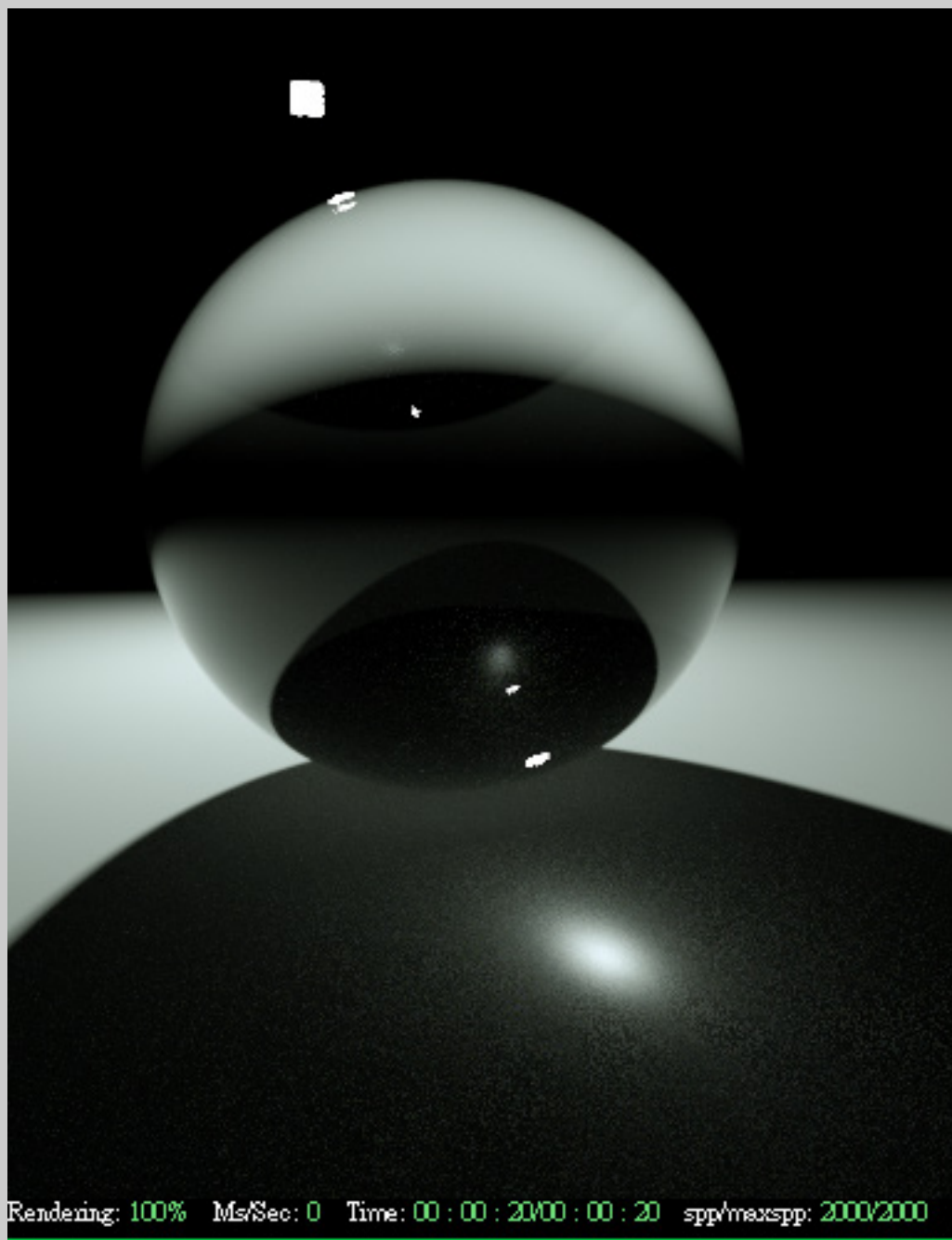
Caustics blur: 1



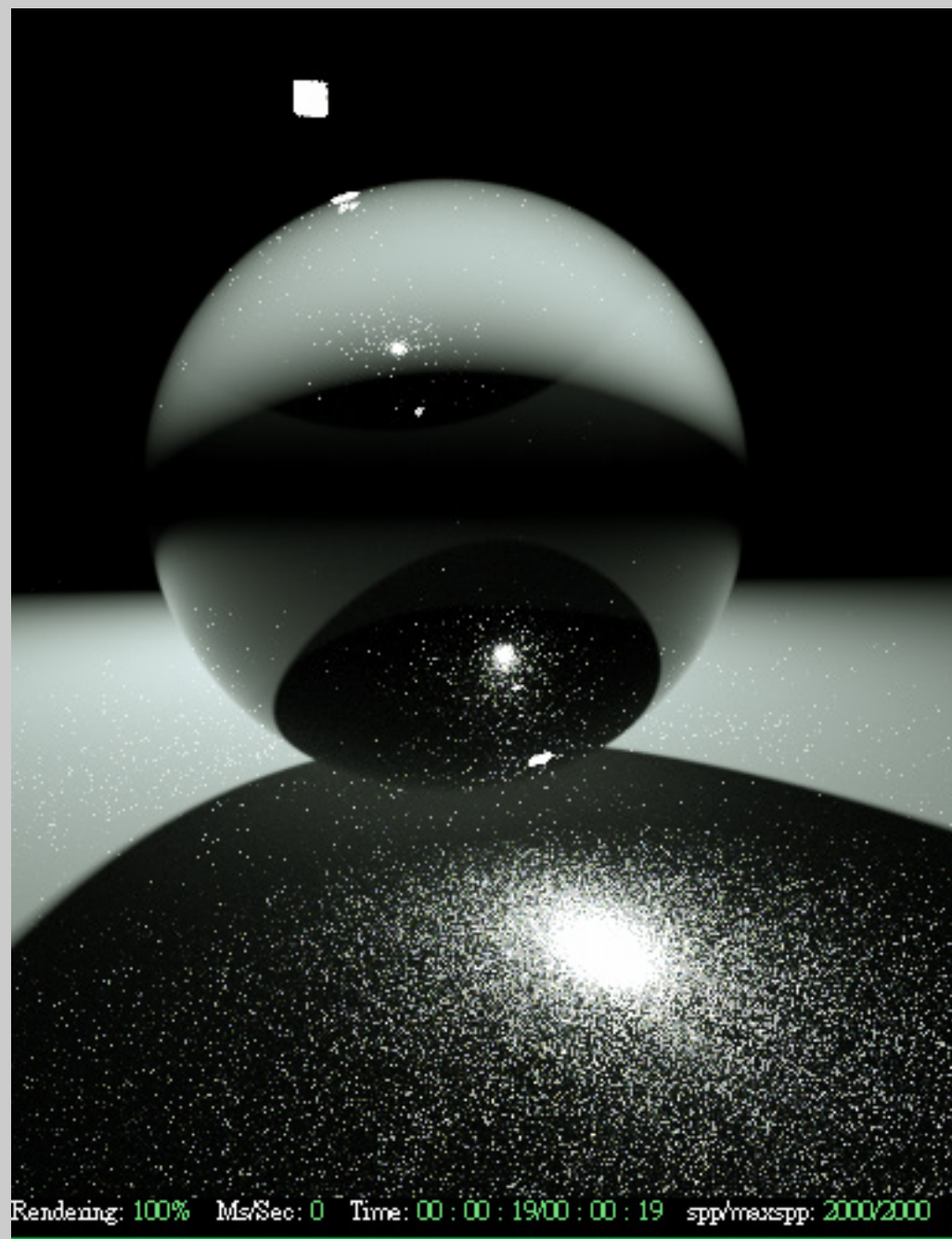
# Octane Settings

## Kernels

**GI clamp** Clamp the highlight spot to reduce fireflies.



GI clamp: 10

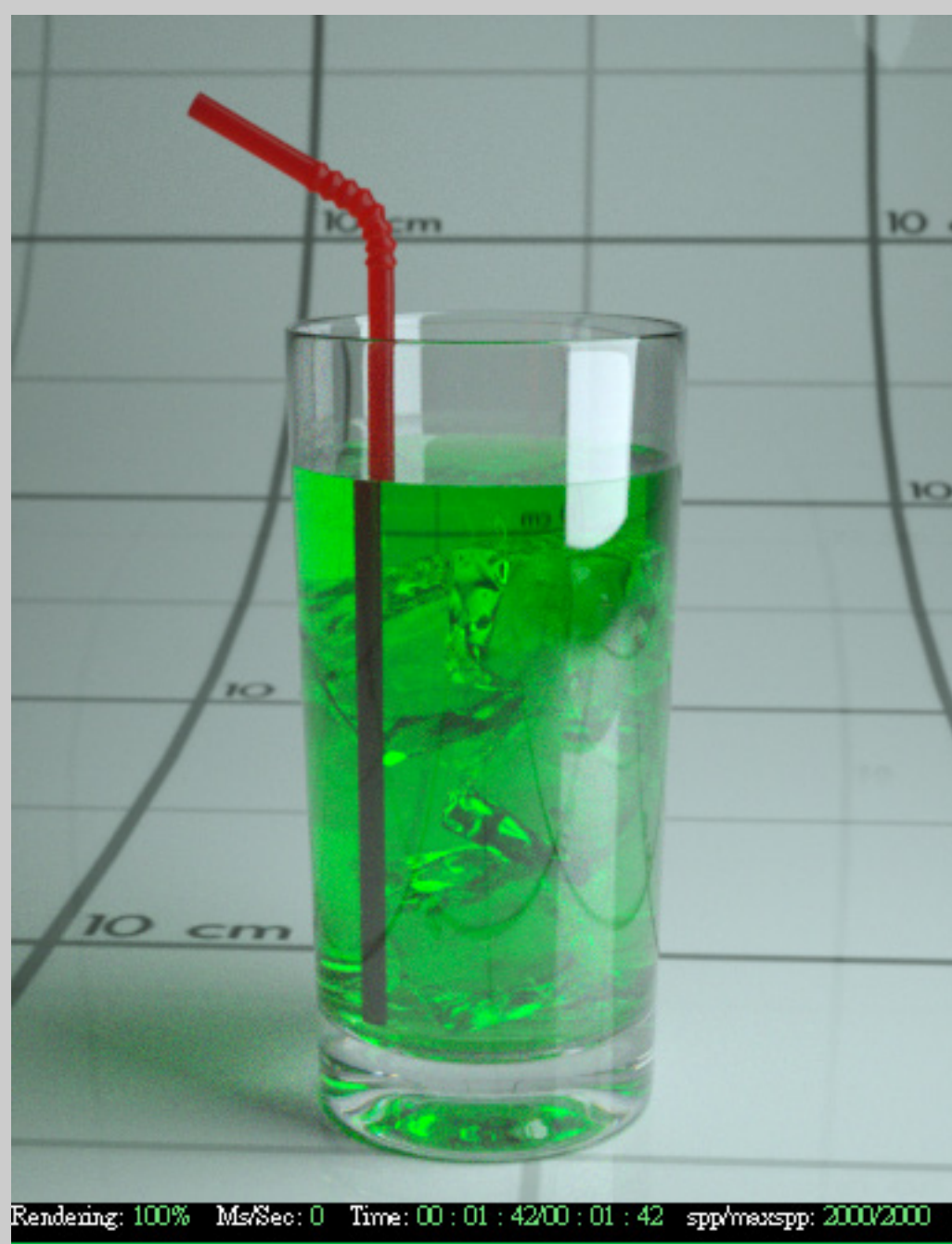


GI clamp: 1000000

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



Coherent mode: On. Time: 1' 10"



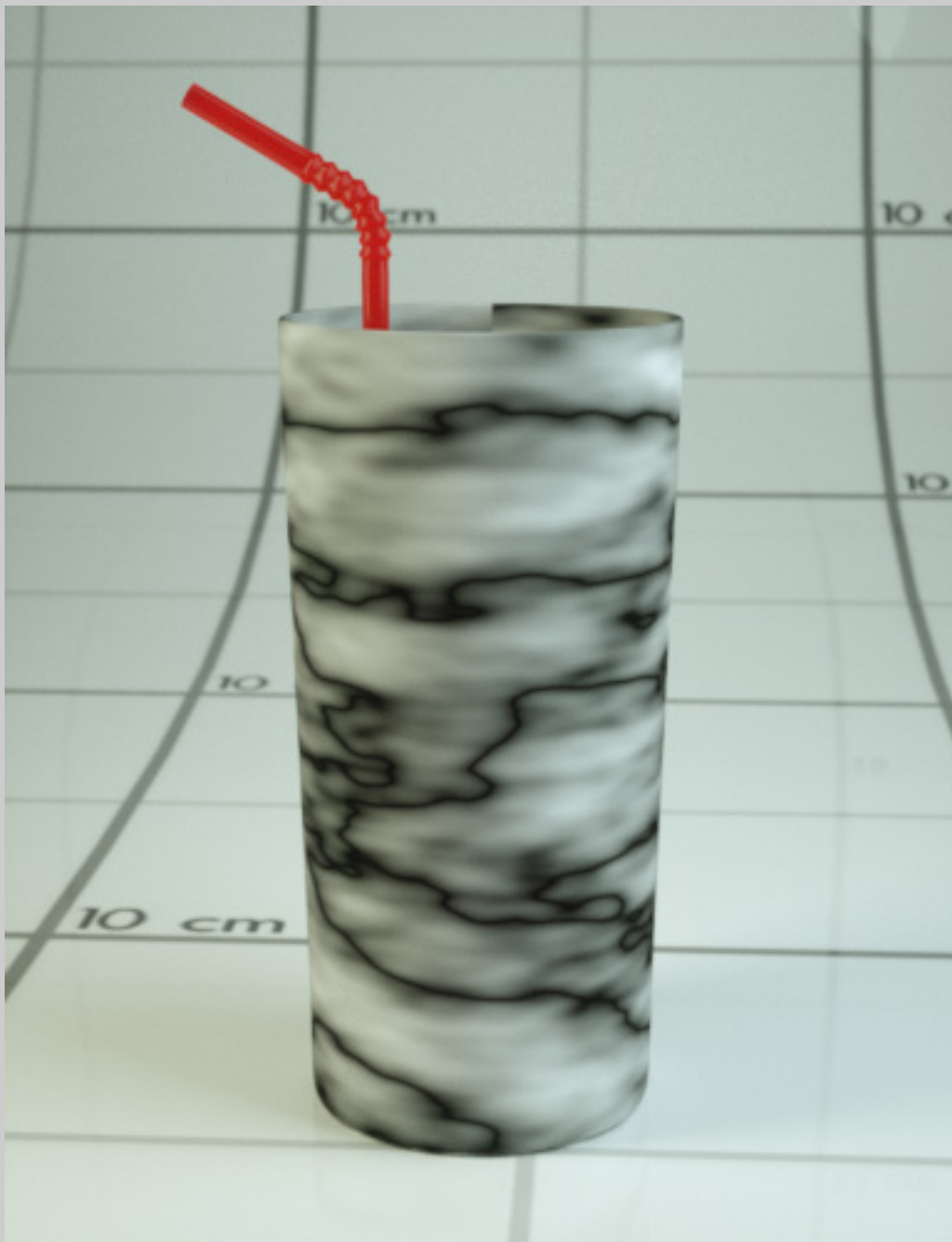
Coherent mode: Off. Time: 1' 42"



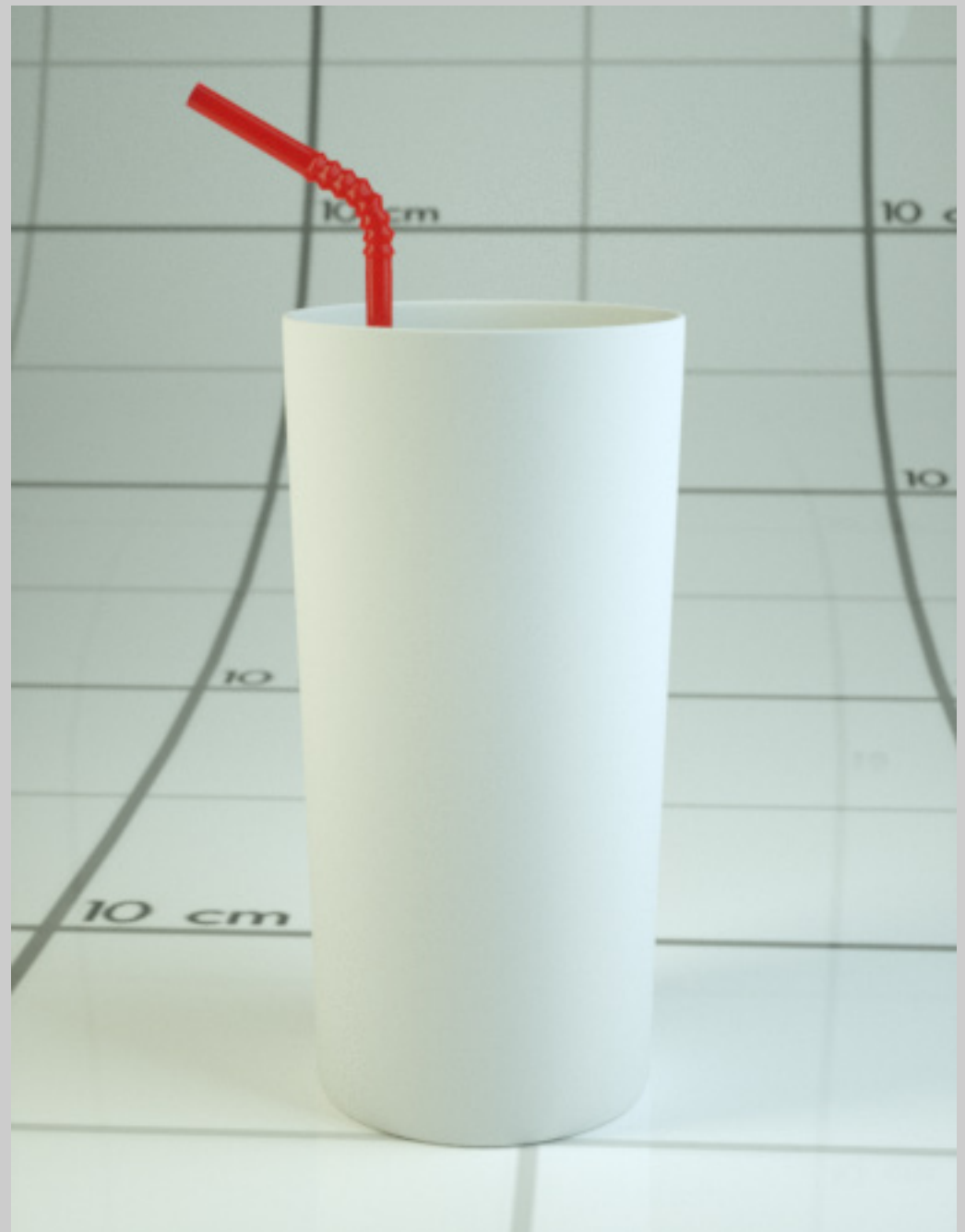
# Octane Settings

## Settings

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

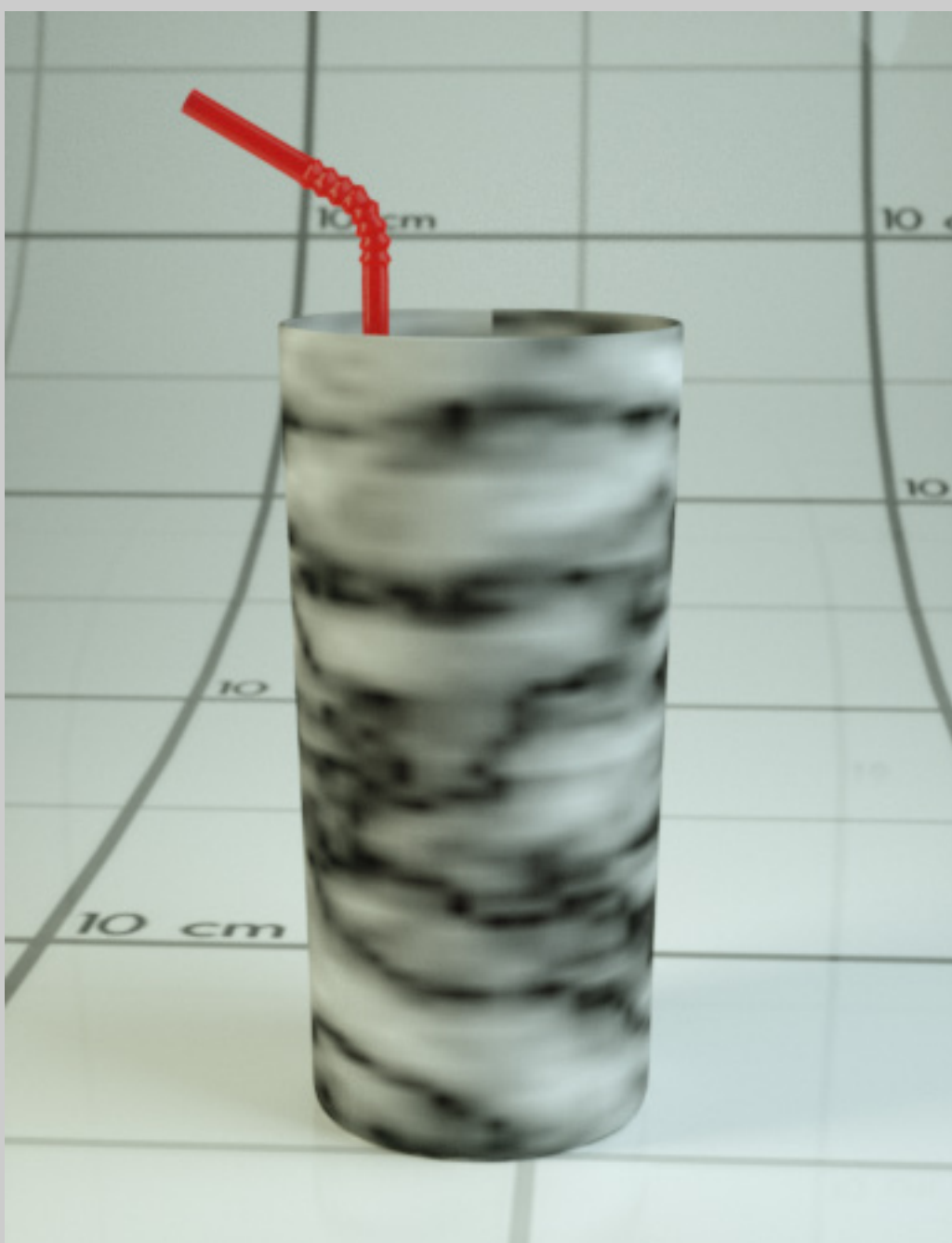


Enable

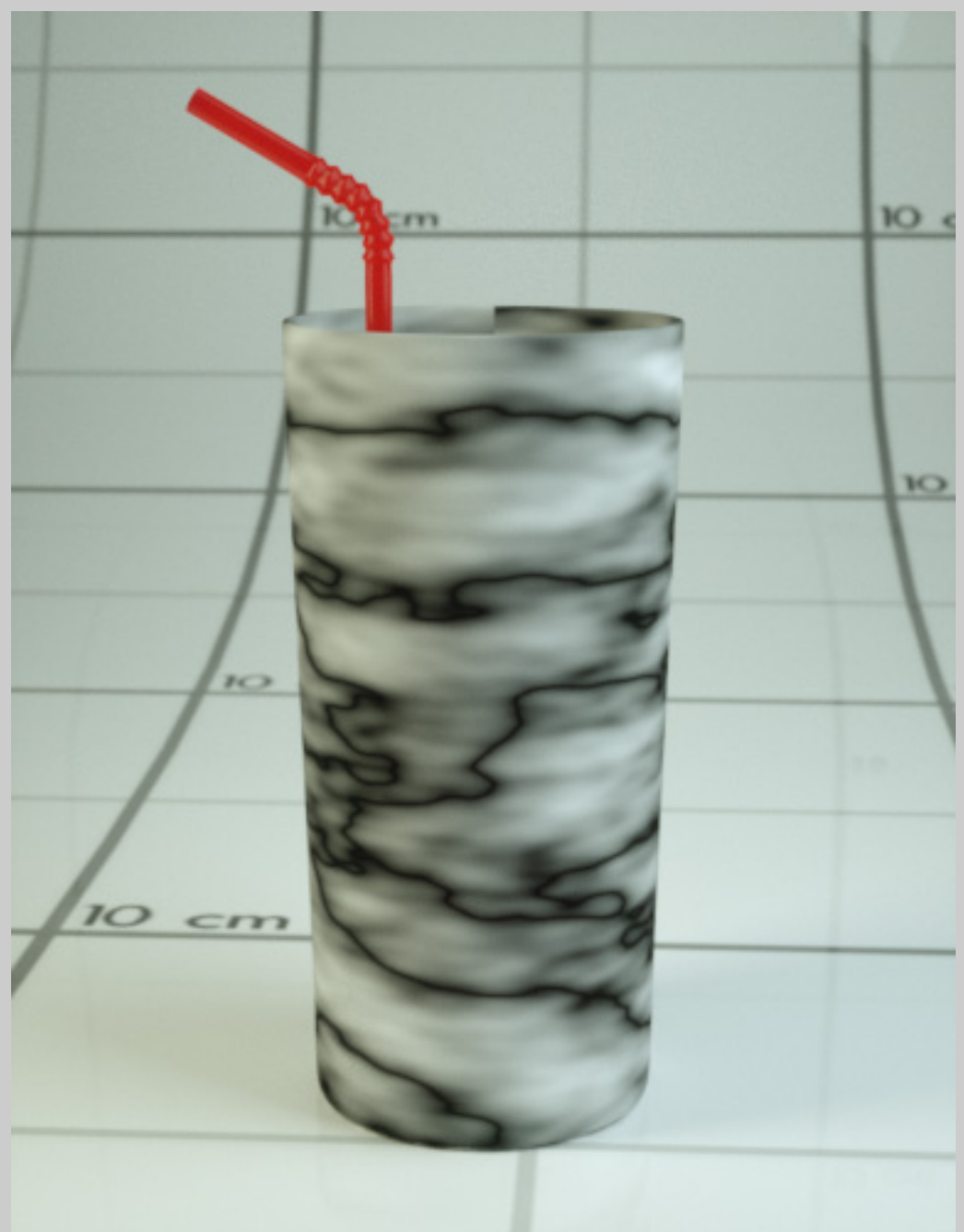


Disable

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



Render size: 64x64



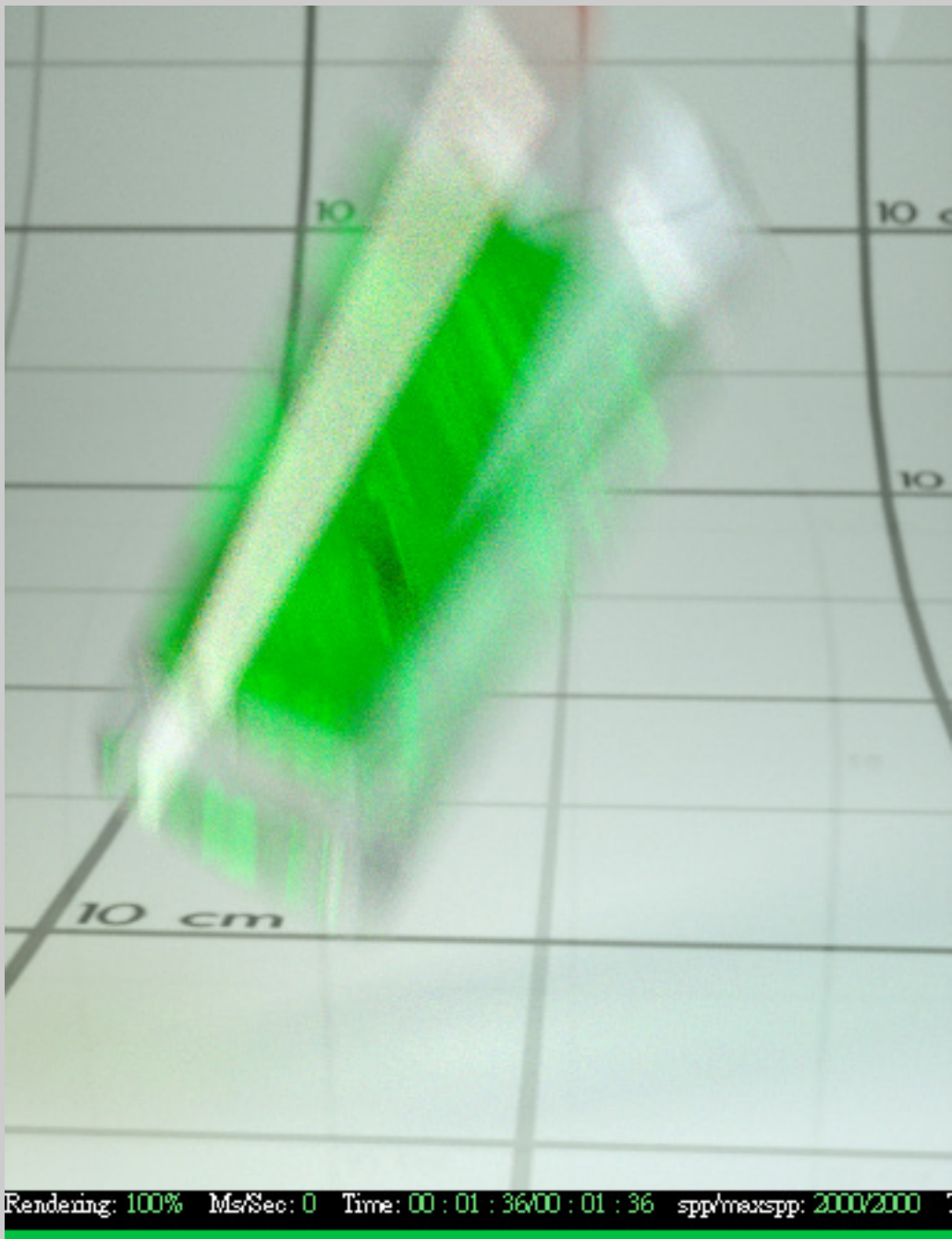
Render size: 2048x2048



# Octane Camera Tag

## Motion Blur

Active to enable motion blur



Enable

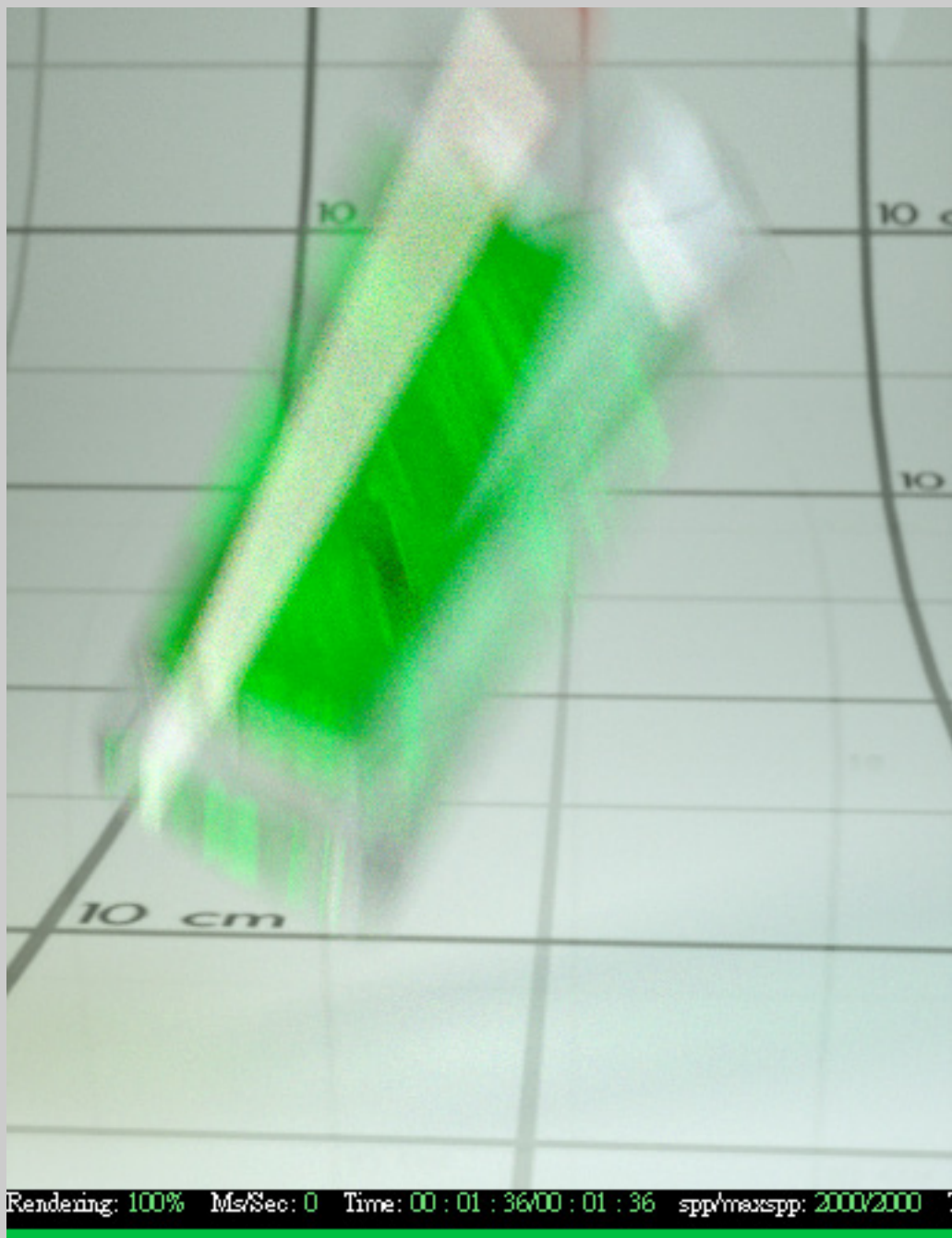


Disable

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



Shutter: 0.05



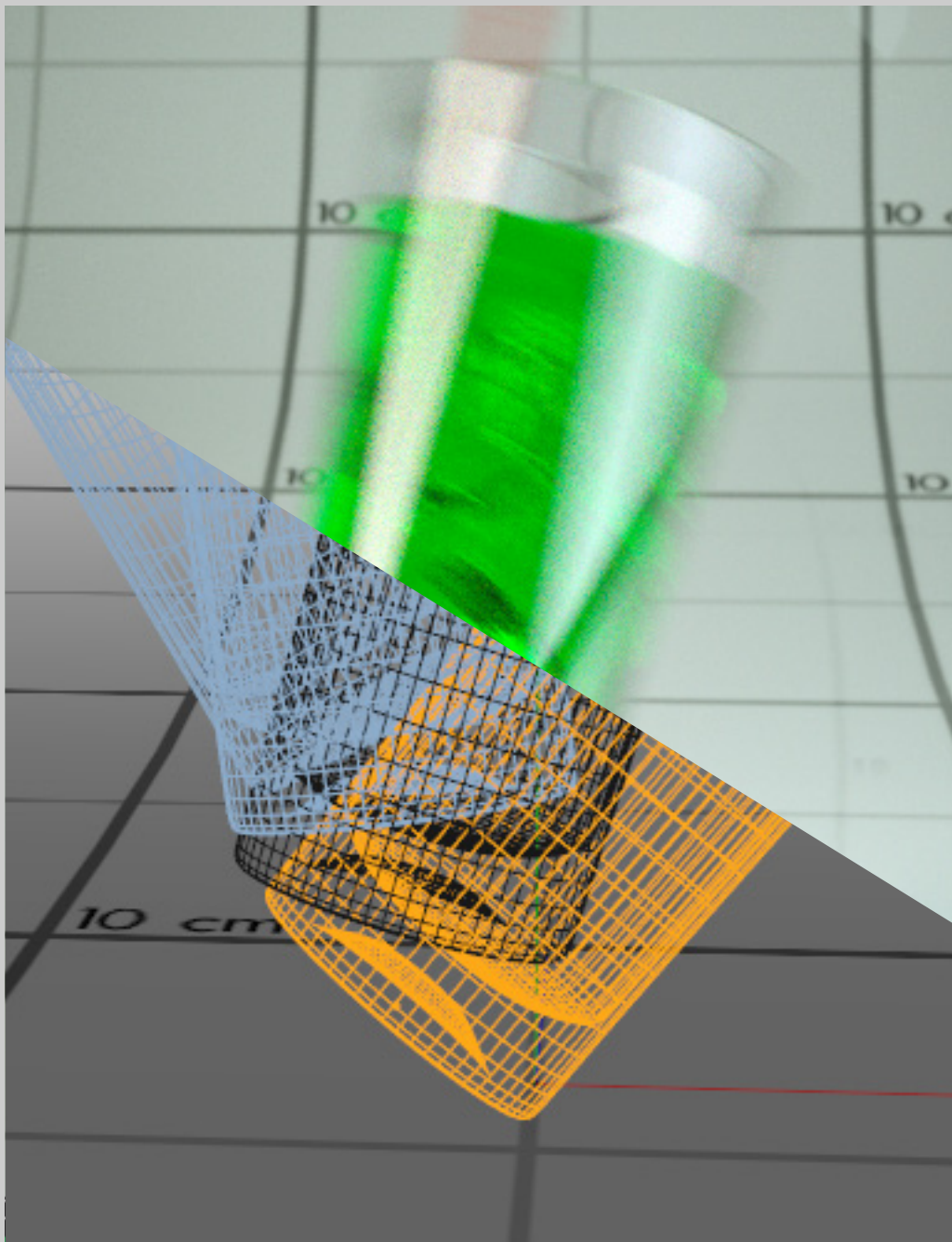
Shutter: 0.1



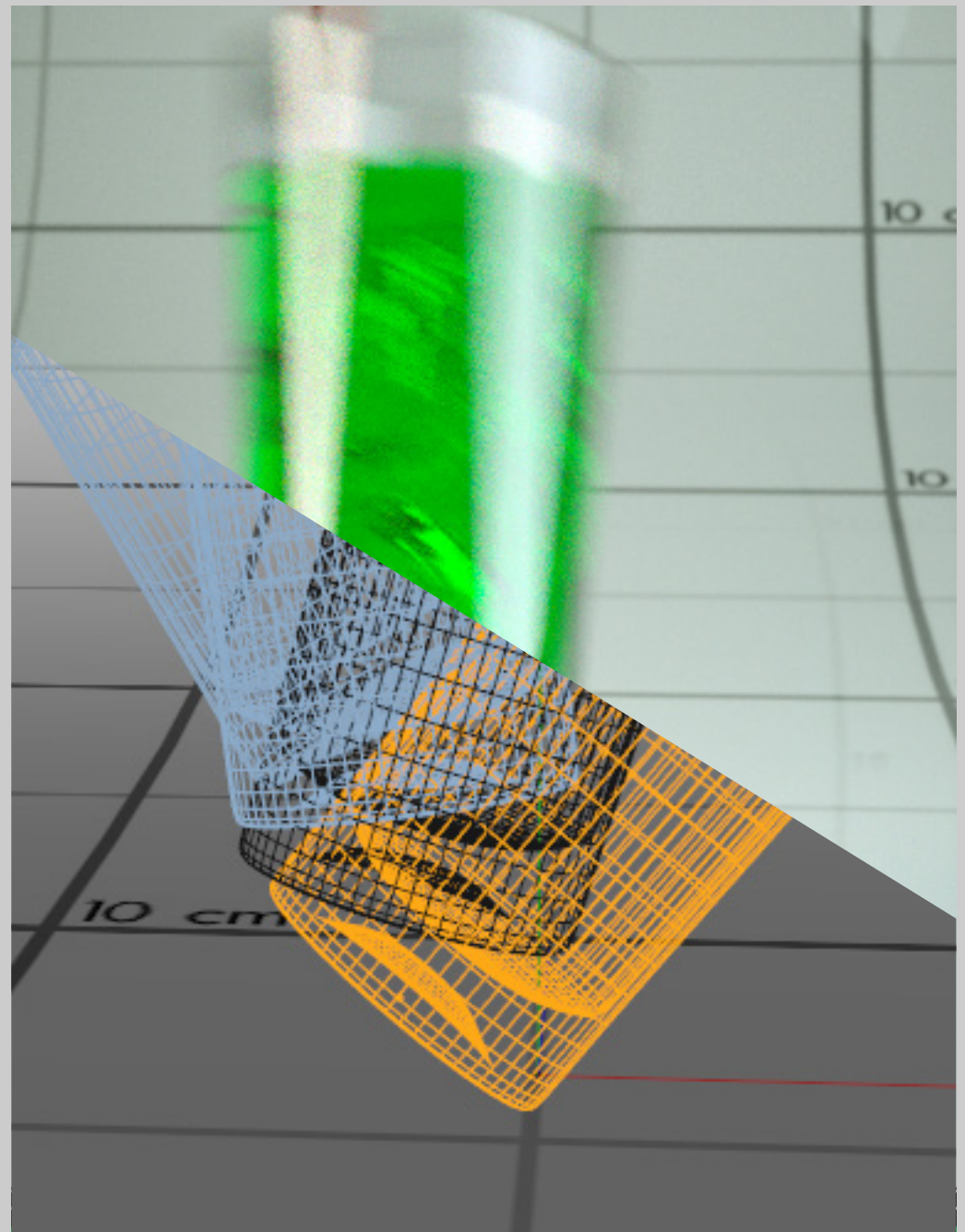
# Octane Camera Tag

## Motion Blur

**Time shift** Set the time offset(Frame)

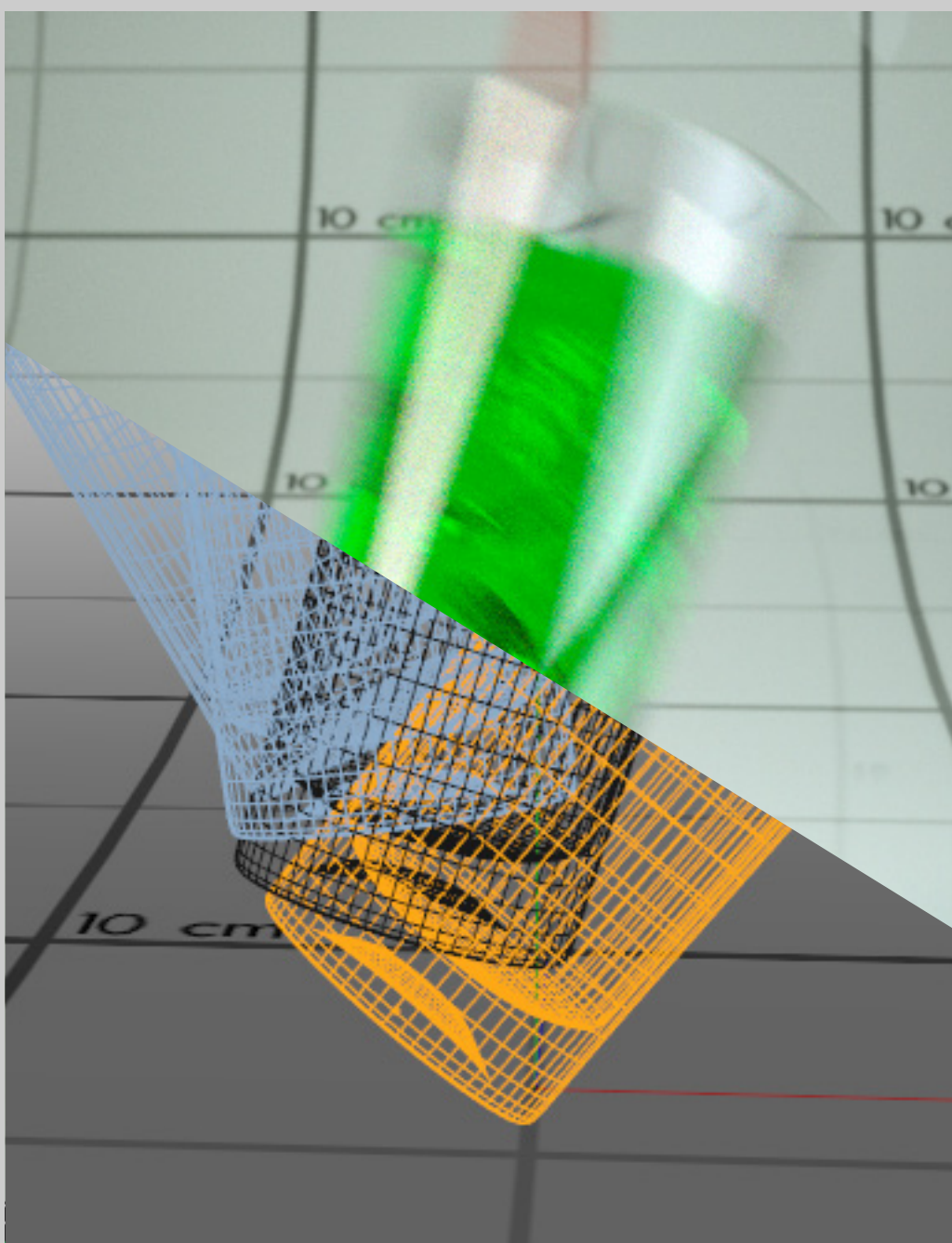


Time shift: 0

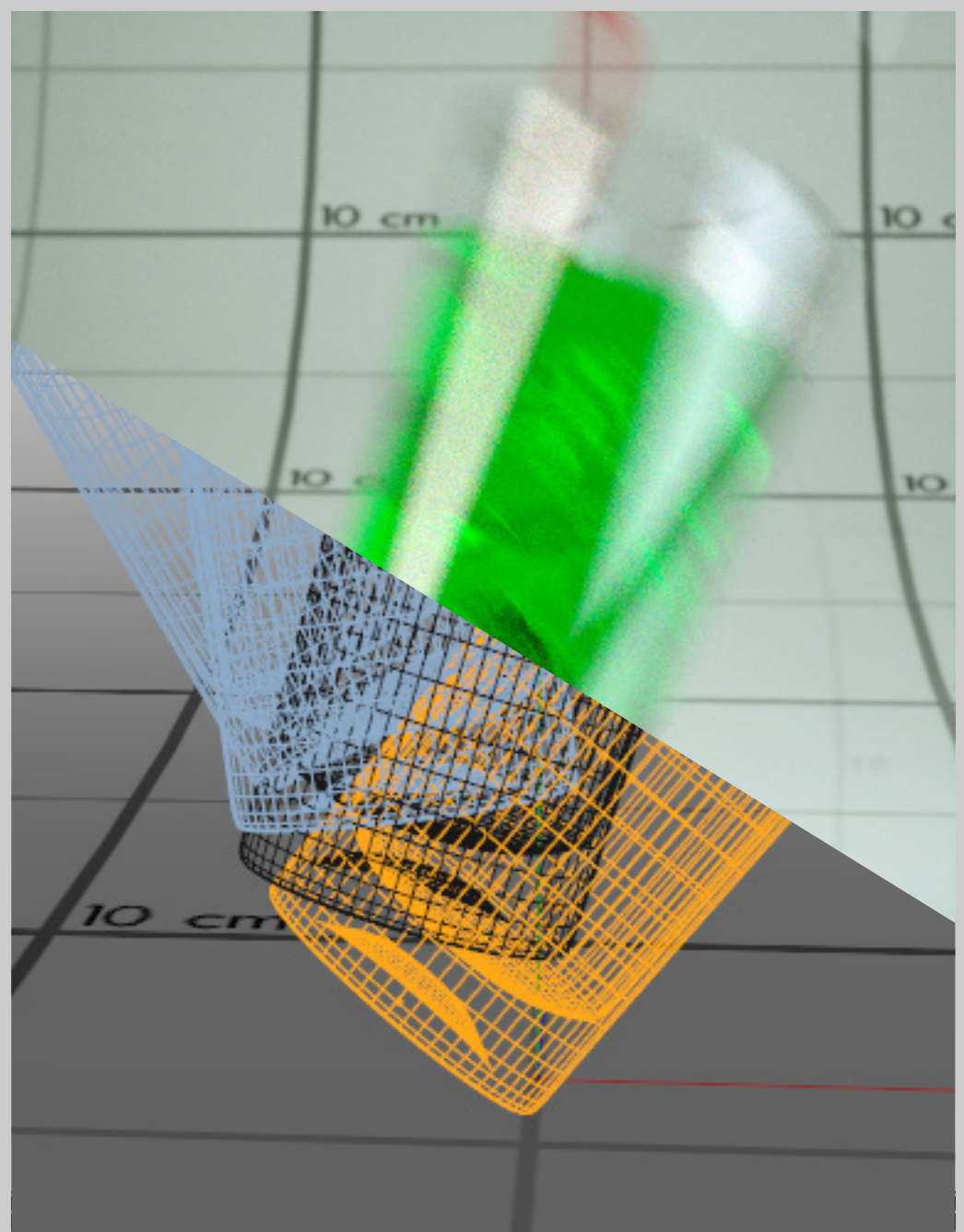


Time shift: -0.5

**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.

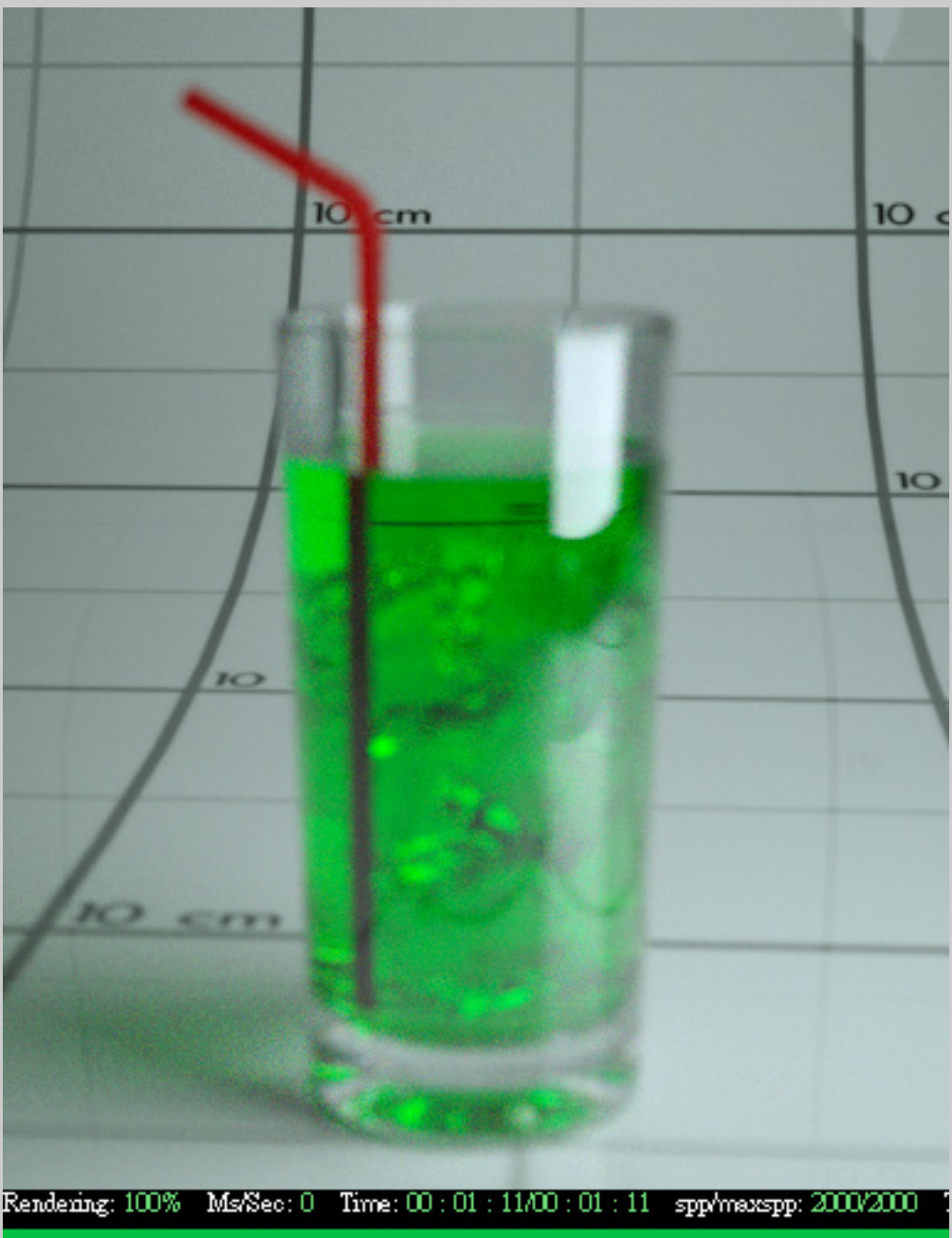


Aperture: 0.5



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.

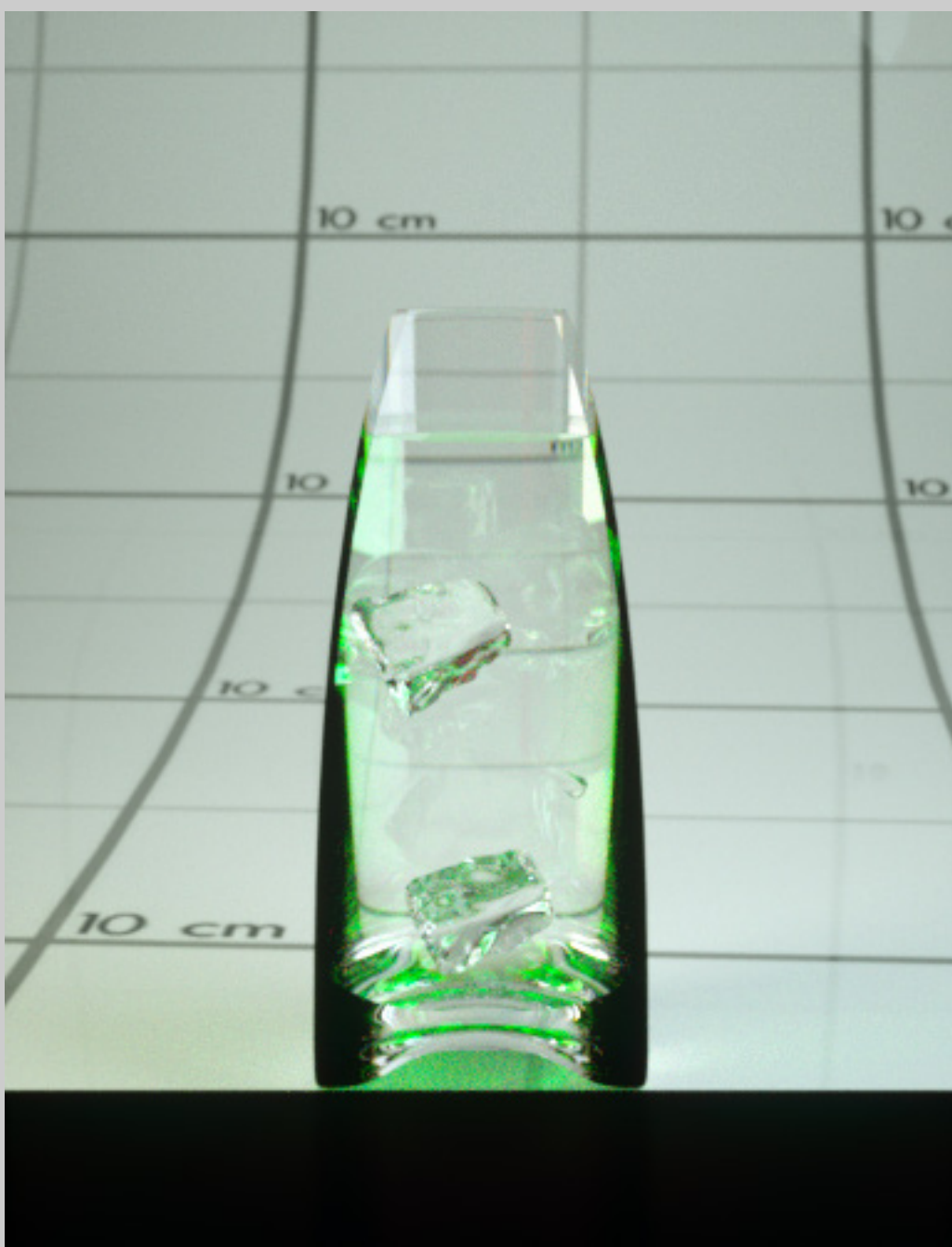


Perspective correction: On



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



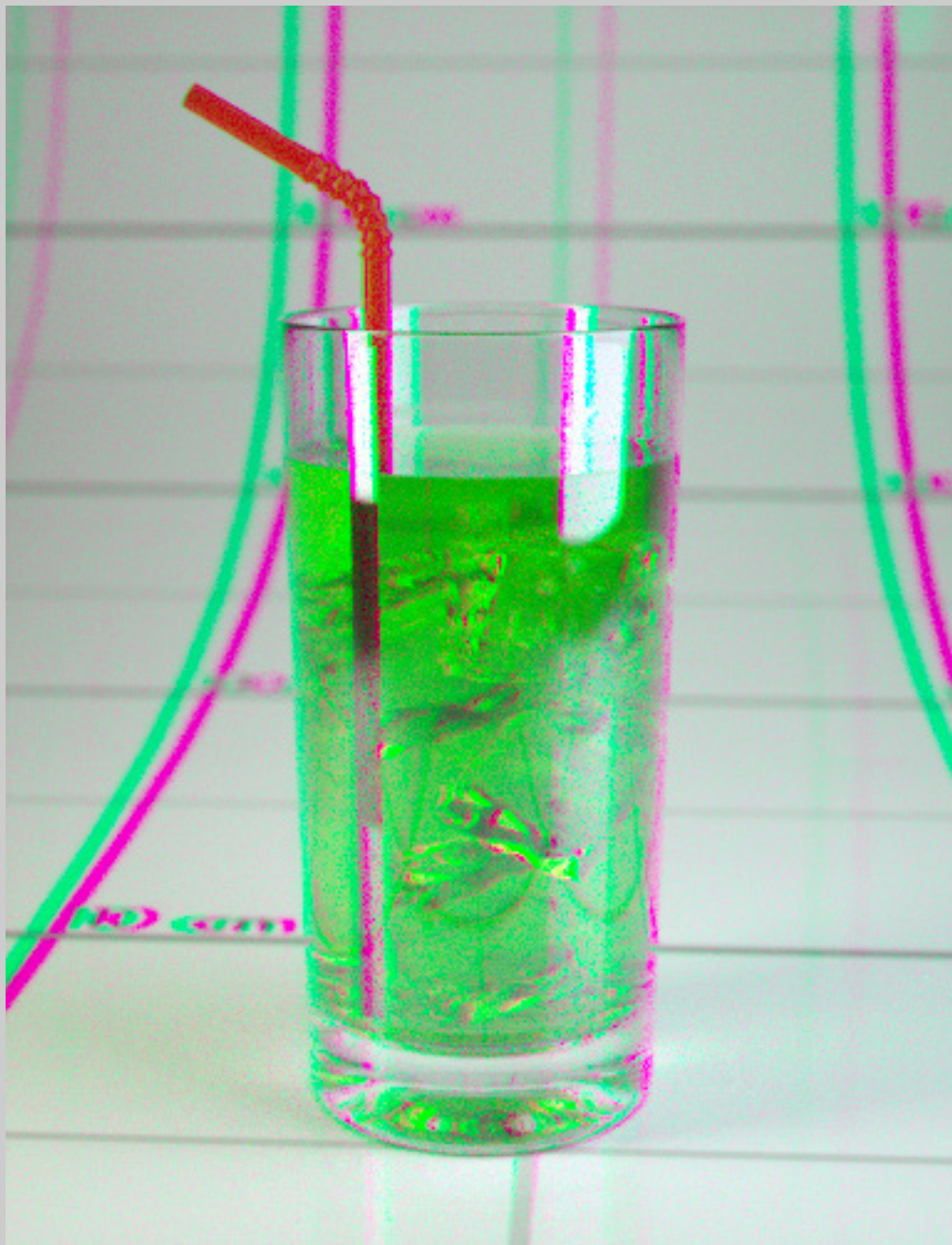
Aperture Edge: 3



# Octane Camera Tag

## Thinlens

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

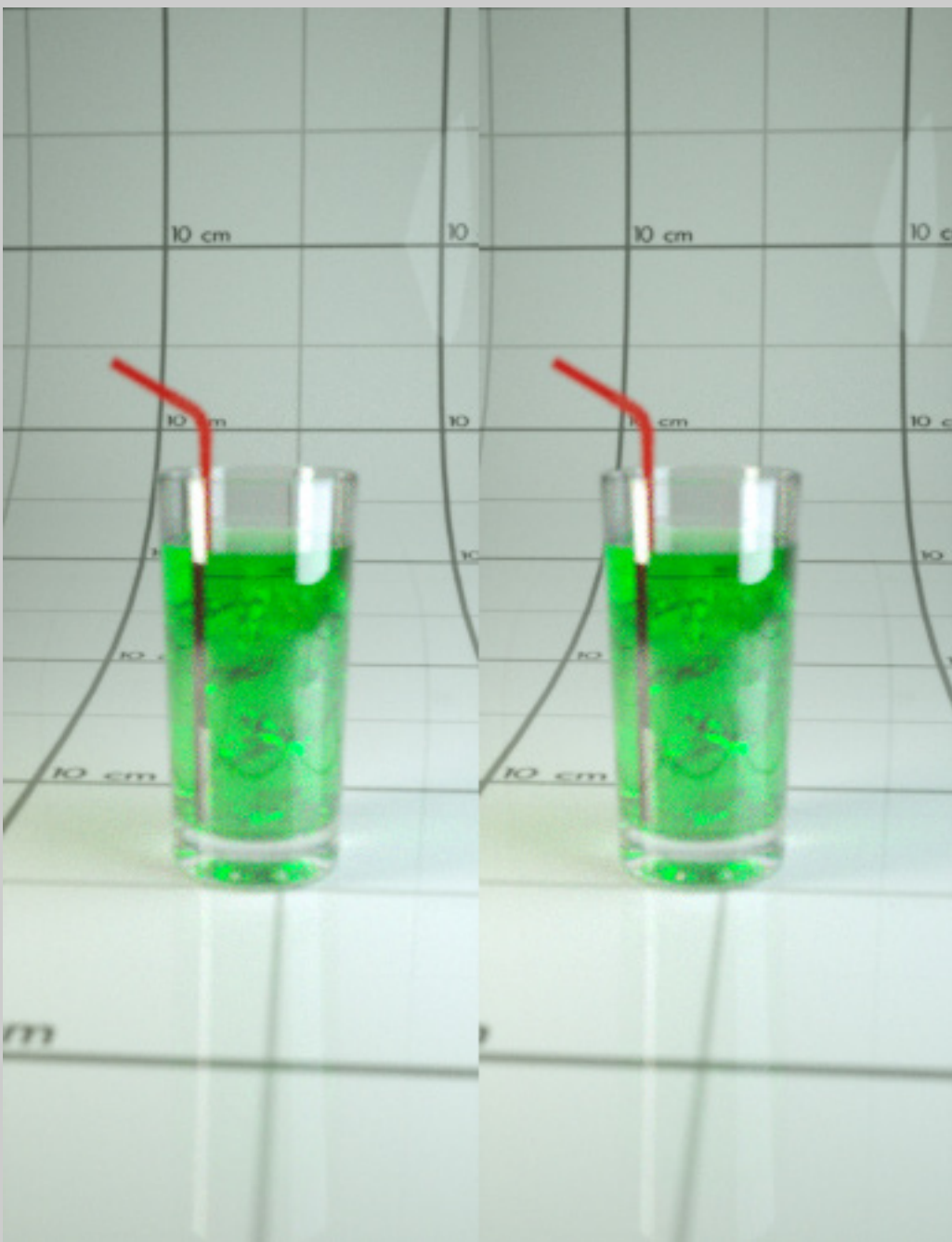


Stereo Mode: Off Axis



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

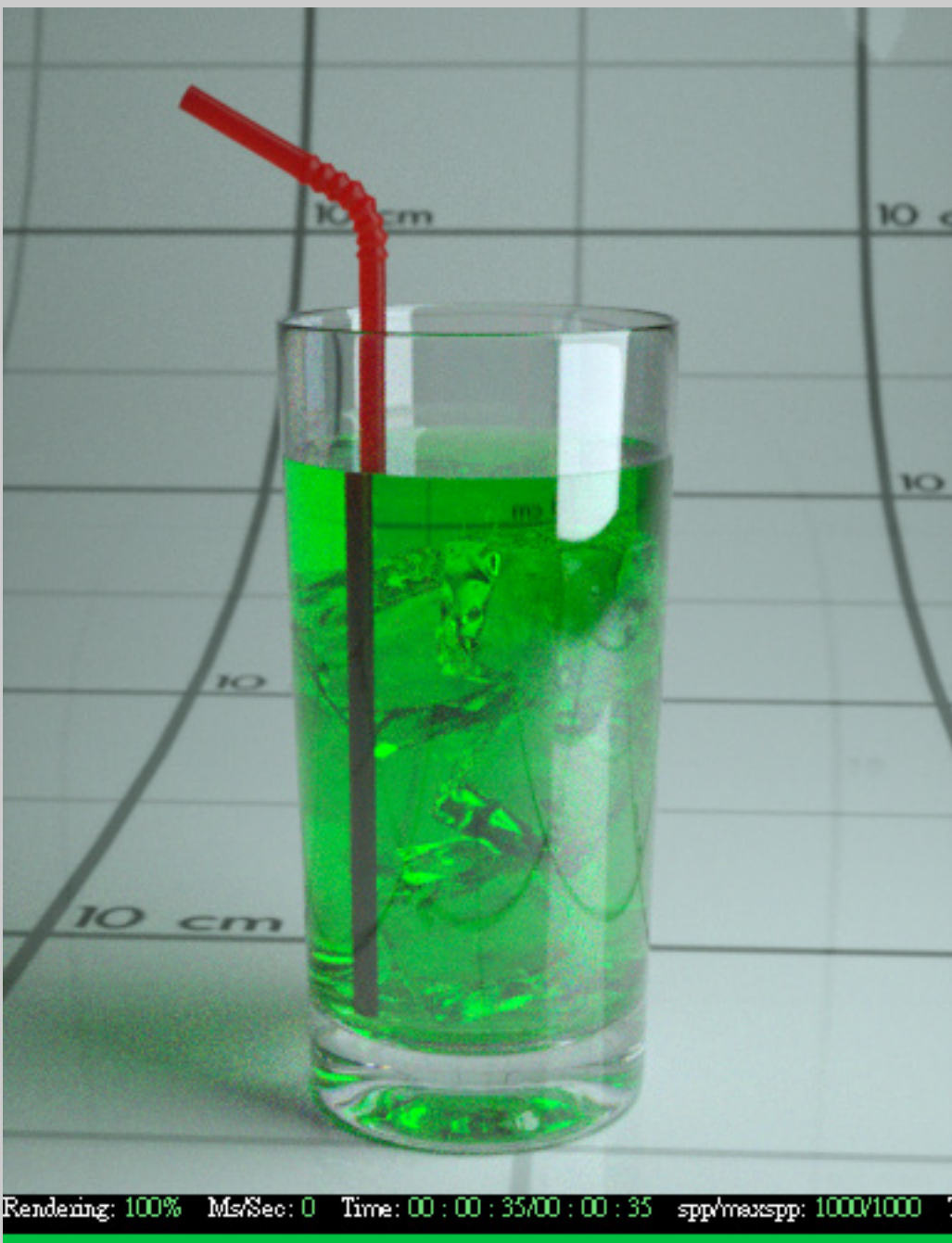


Saturation: 1

## 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 Processing

spectral\_intensity



spectral\_intensity: 0



spectral\_intensity: 1

spectral\_shift



spectral\_shift: 2



spectral\_shift: 4



# Octane Light Tag

## Light Settings

Temperature (Kelvin)



emperature: 3500  
Normalize: On



emperature: 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



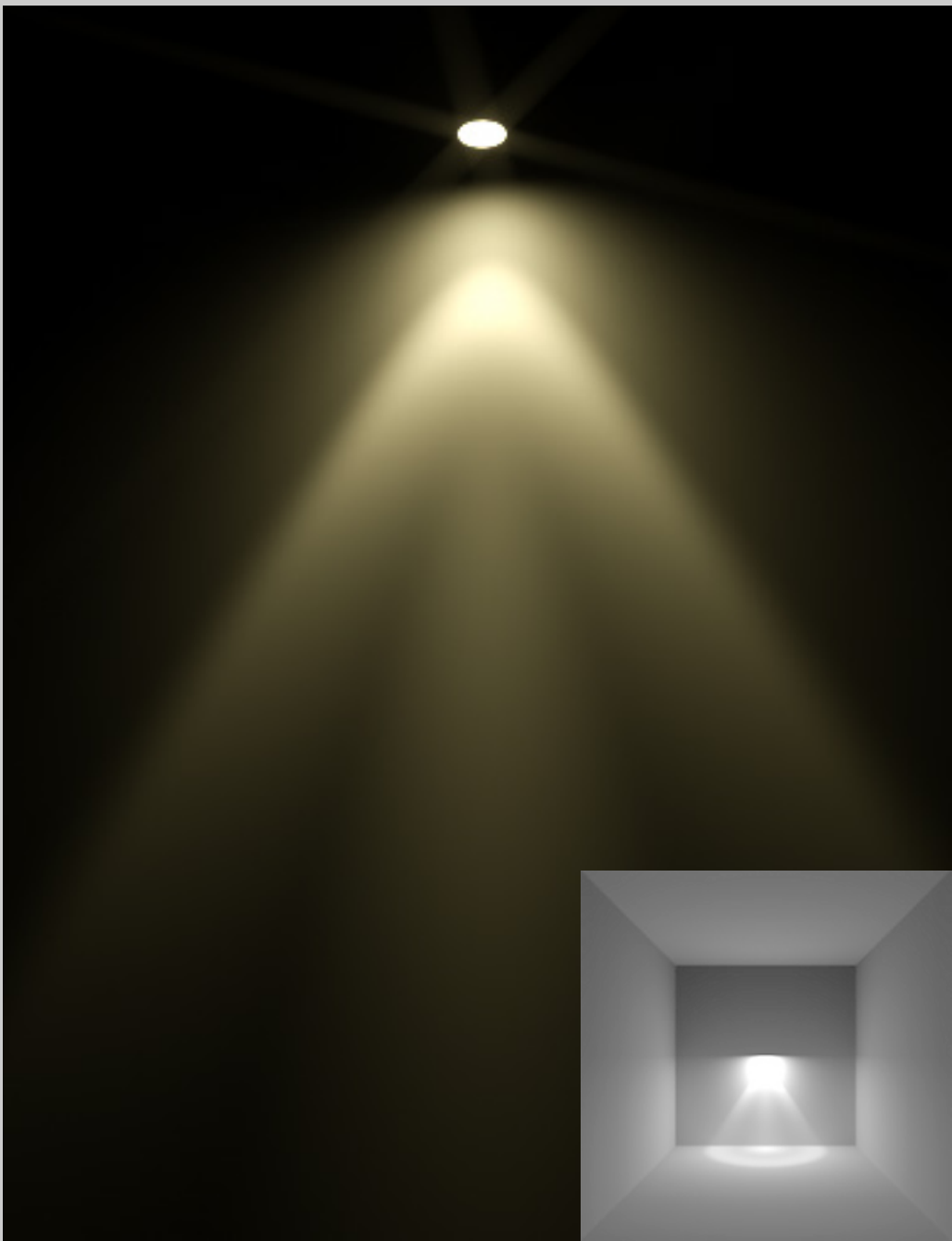
Power: 100



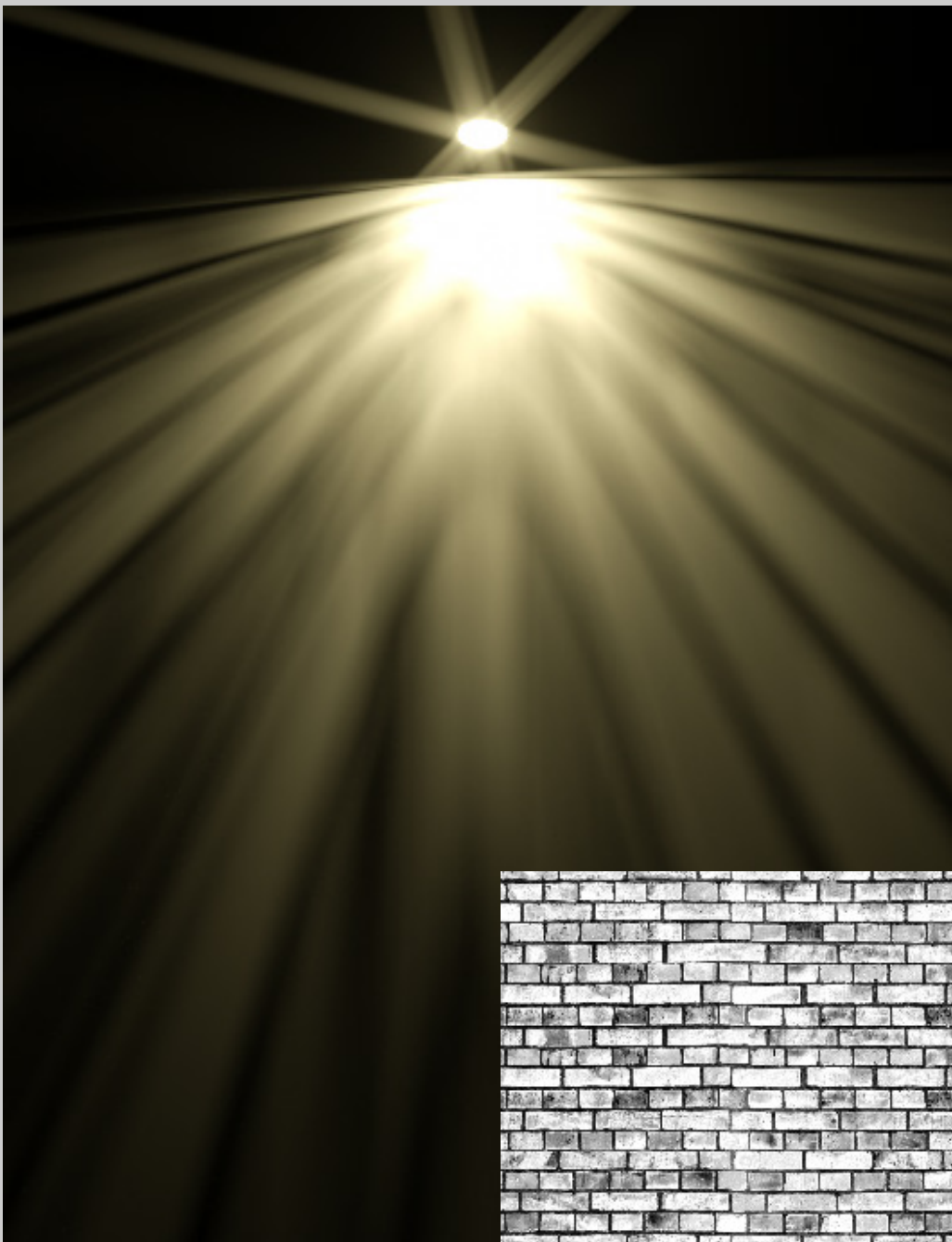
# Octane Light Tag

## 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.



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



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

## Opacity



Opacity: 0.05



Opacity: 1



# Octane Light Tag

## Visibility

### Camera visibility



Camera visibility: Off

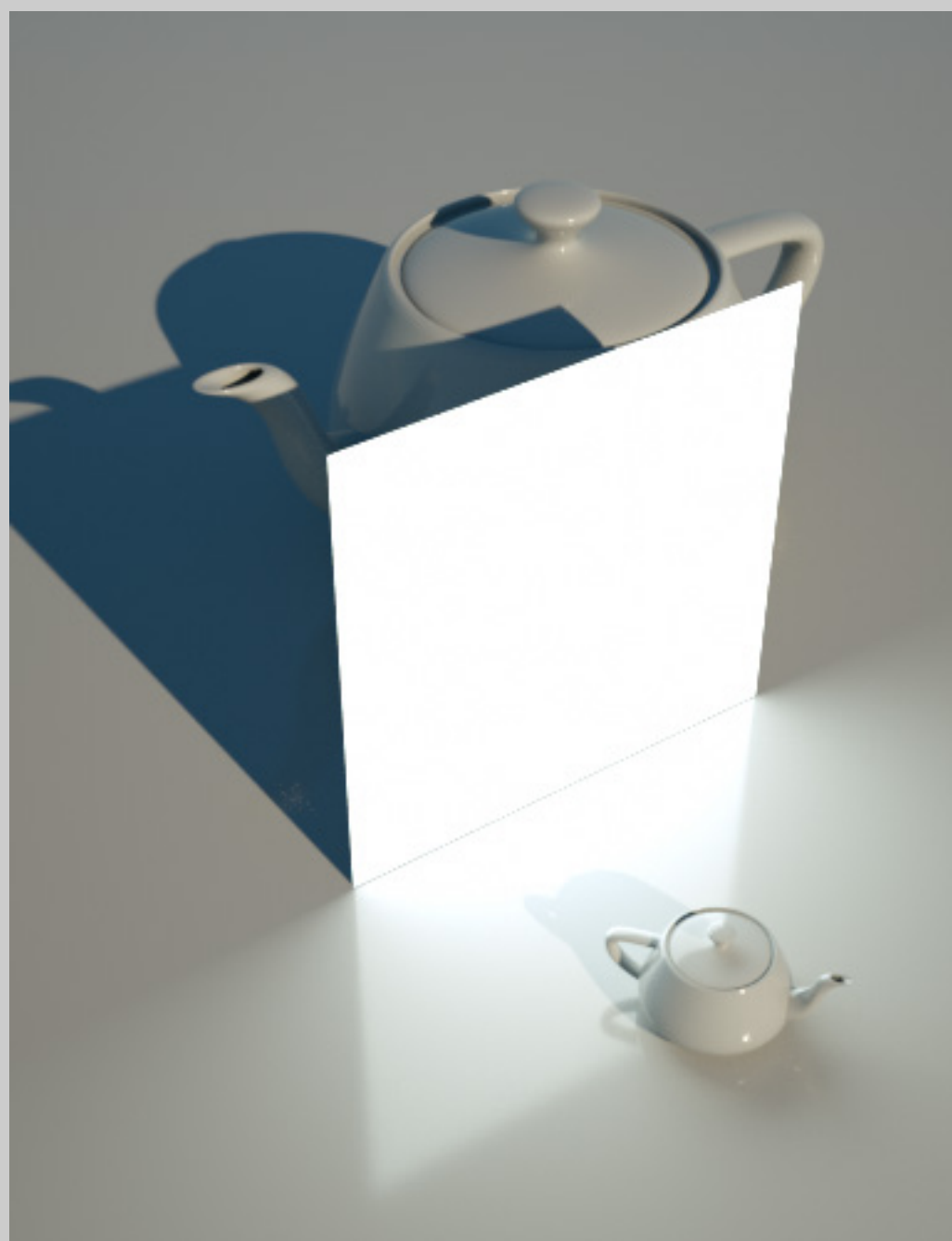


Camera visibility: On

### 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



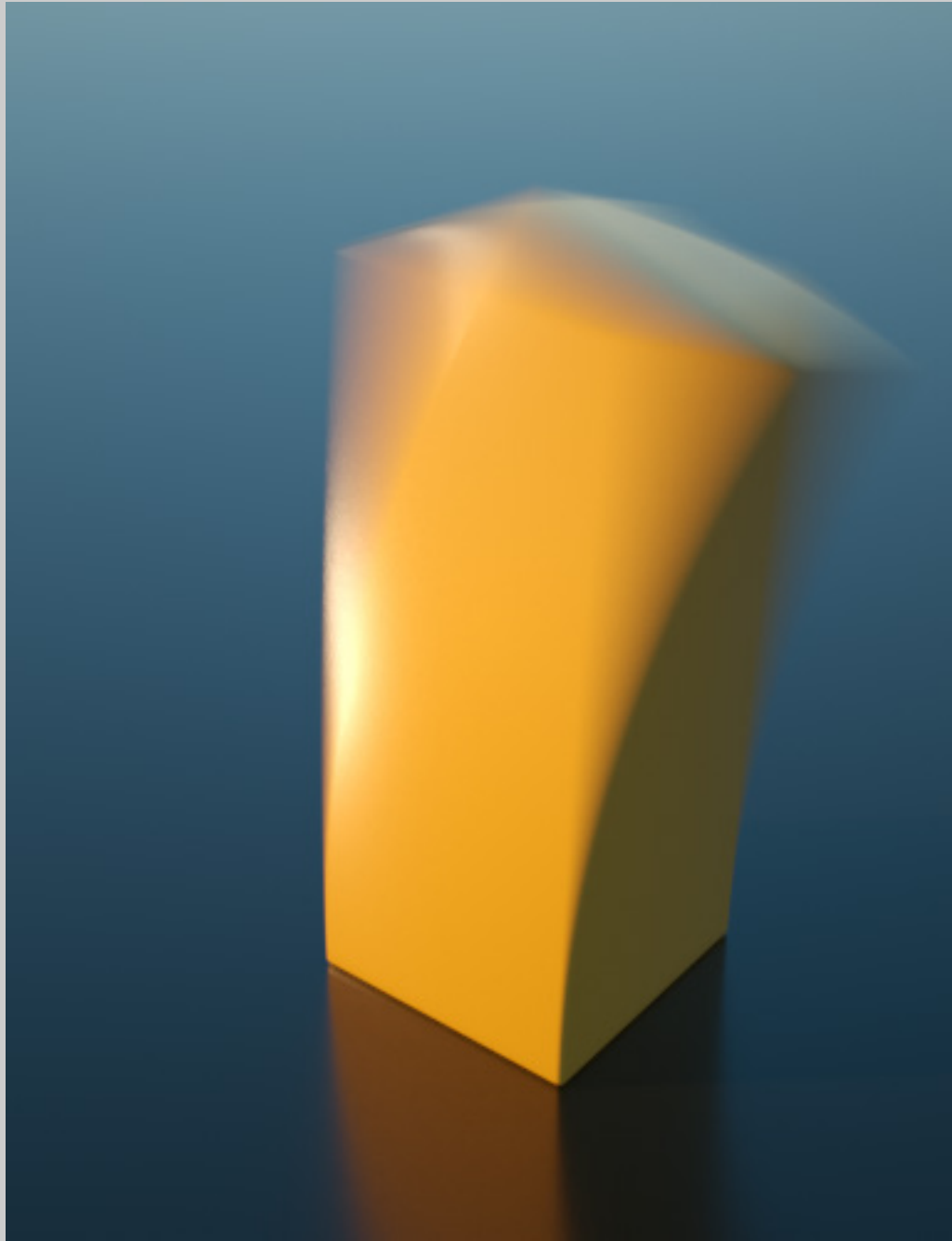
General visibility: 1



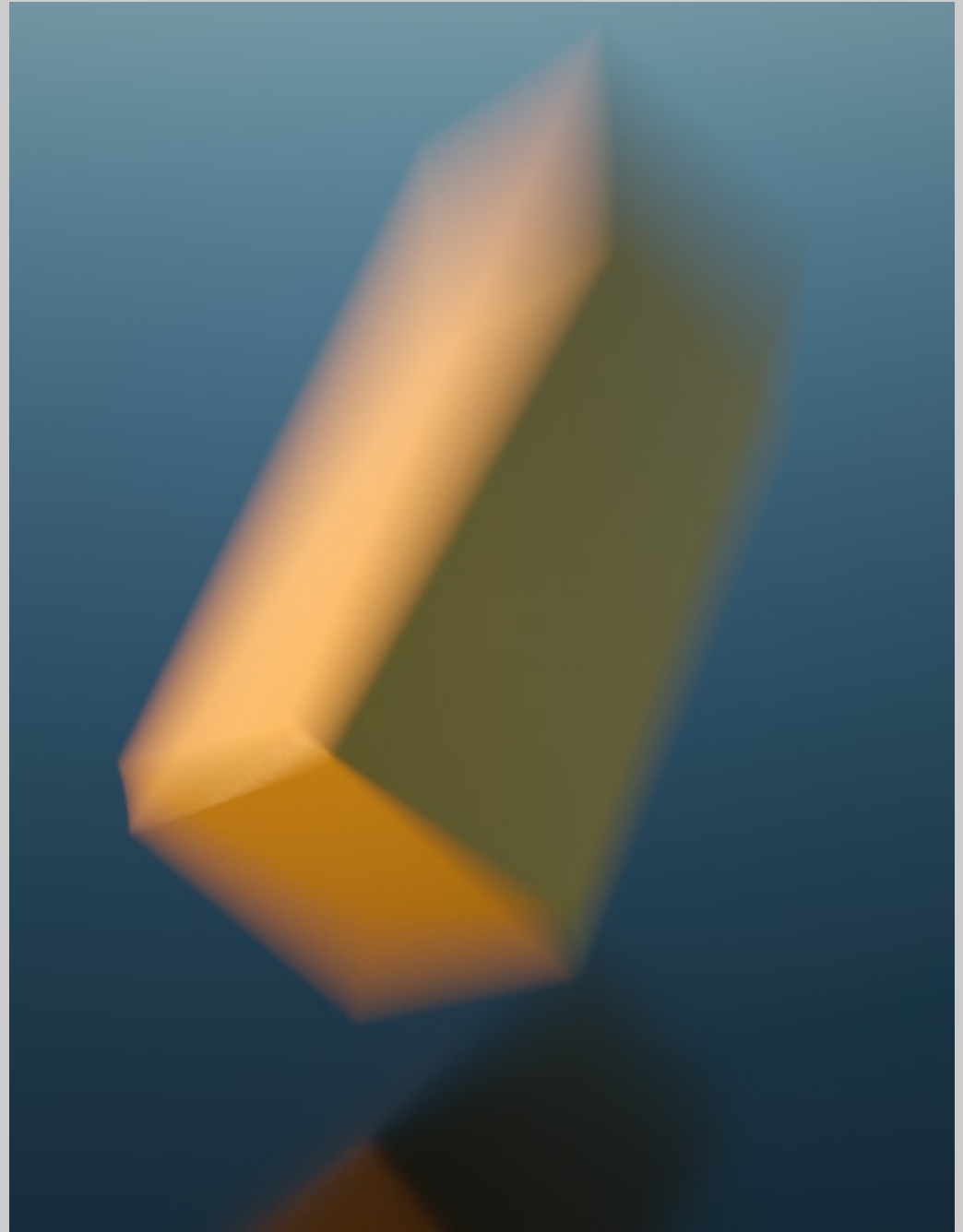
# Octane Object Tag

## Visibility

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

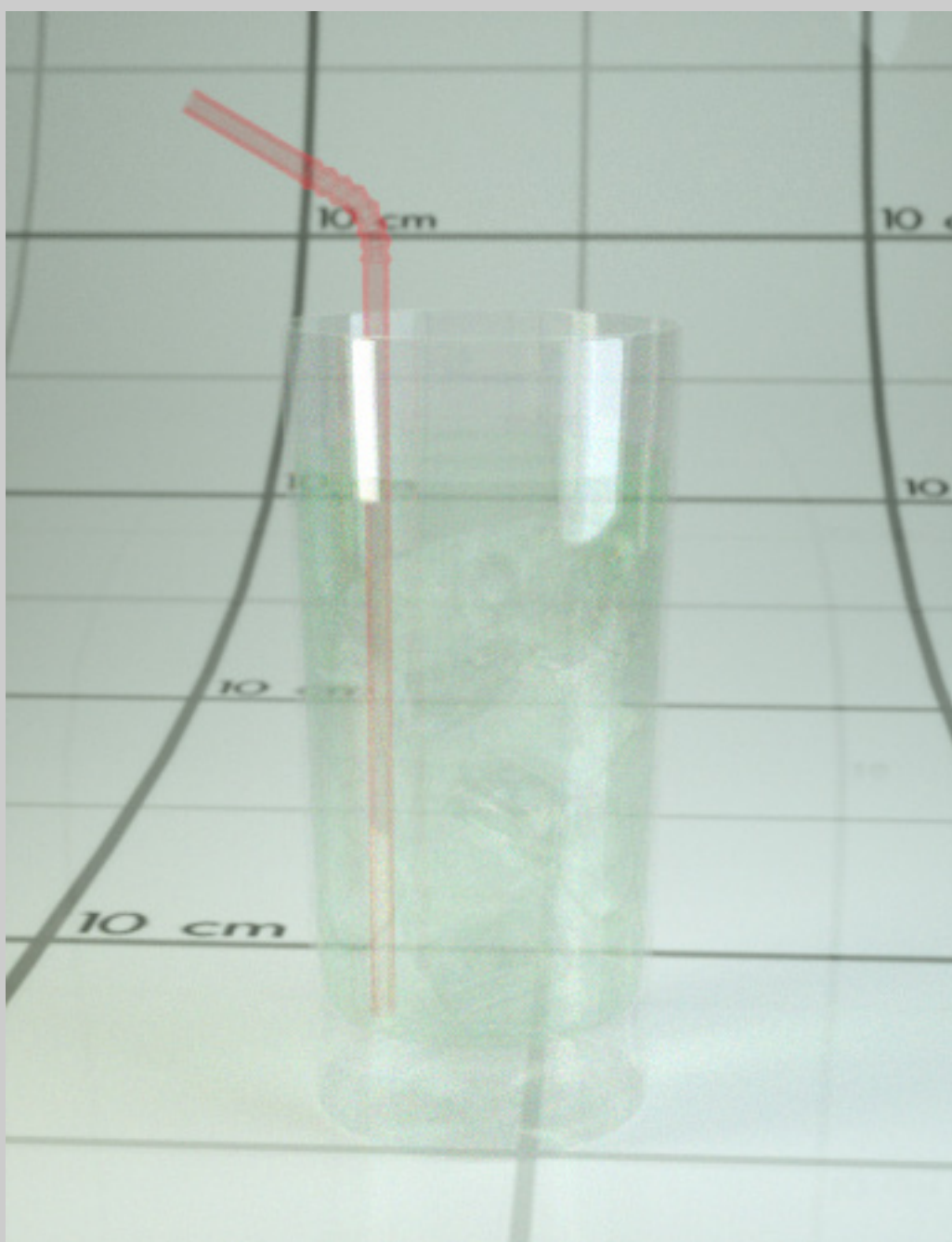


Transform/vertex

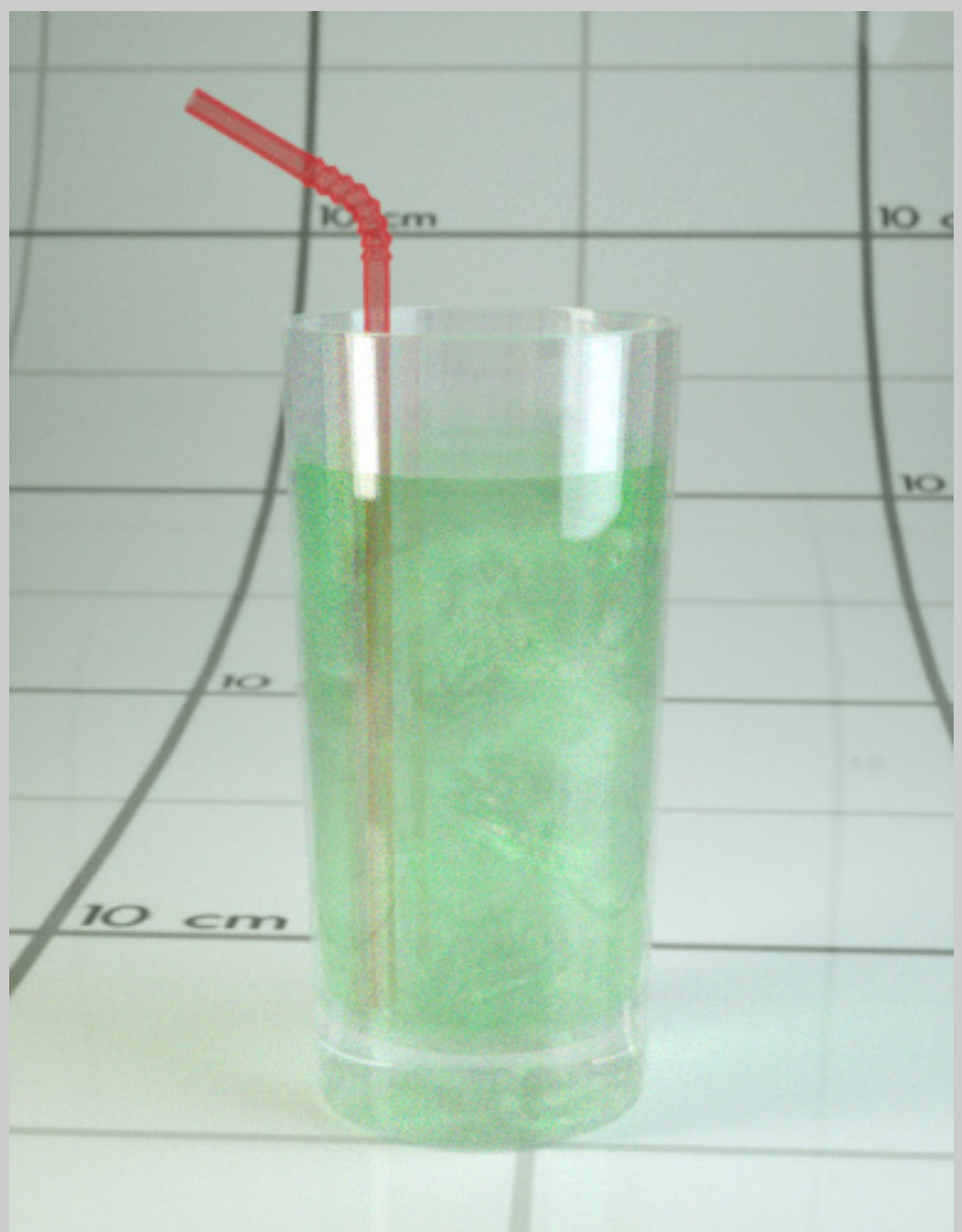


Transform

## General visibility



Global visibility: 0.2



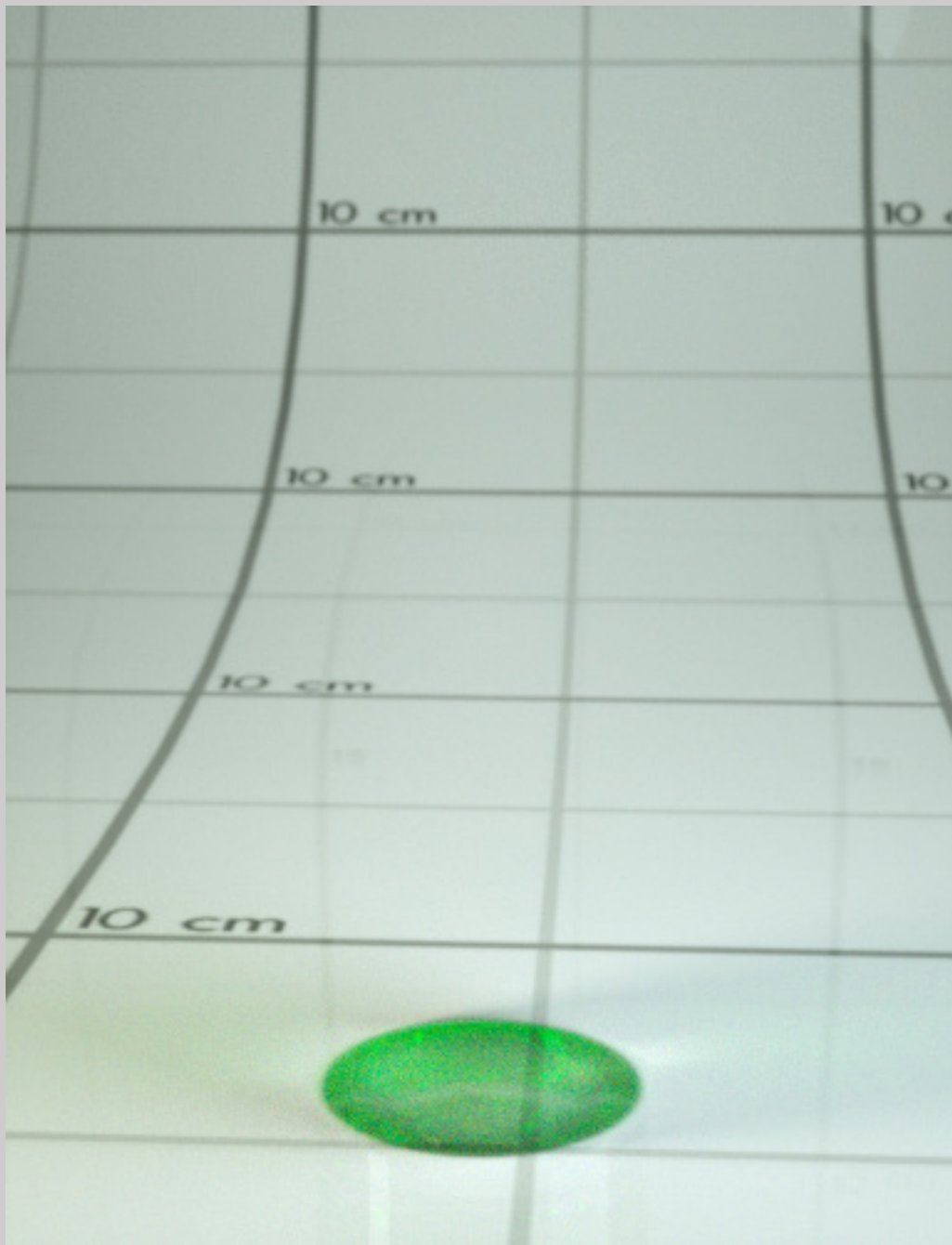
Global visibility: 0.5



# Octane Object Tag

## Visibility

Camera visibility



Camera visibility: Off



Camera visibility: On

Shadow visibility



Shadow visibility: Off



Shadow visibility: On

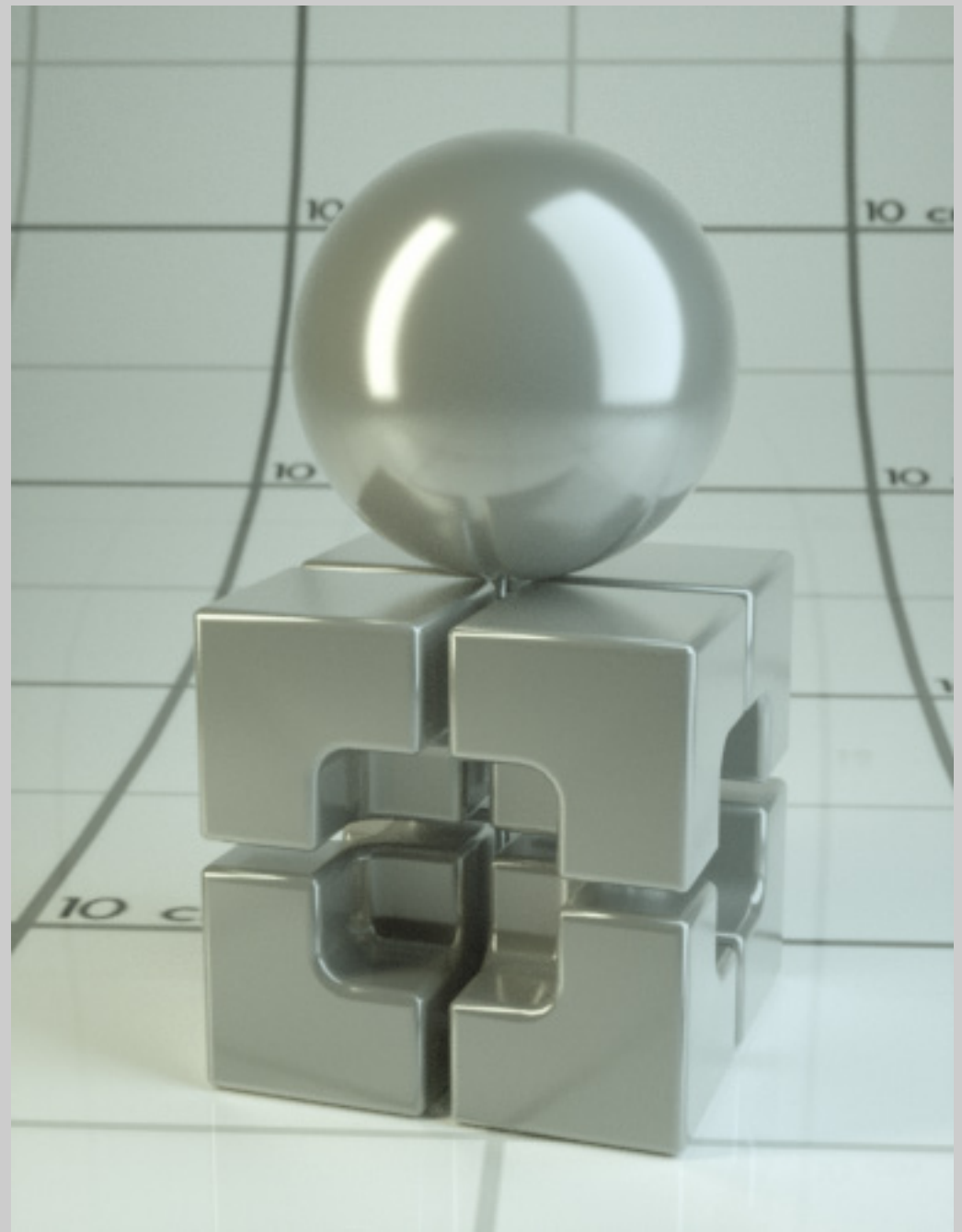


# Octane Material

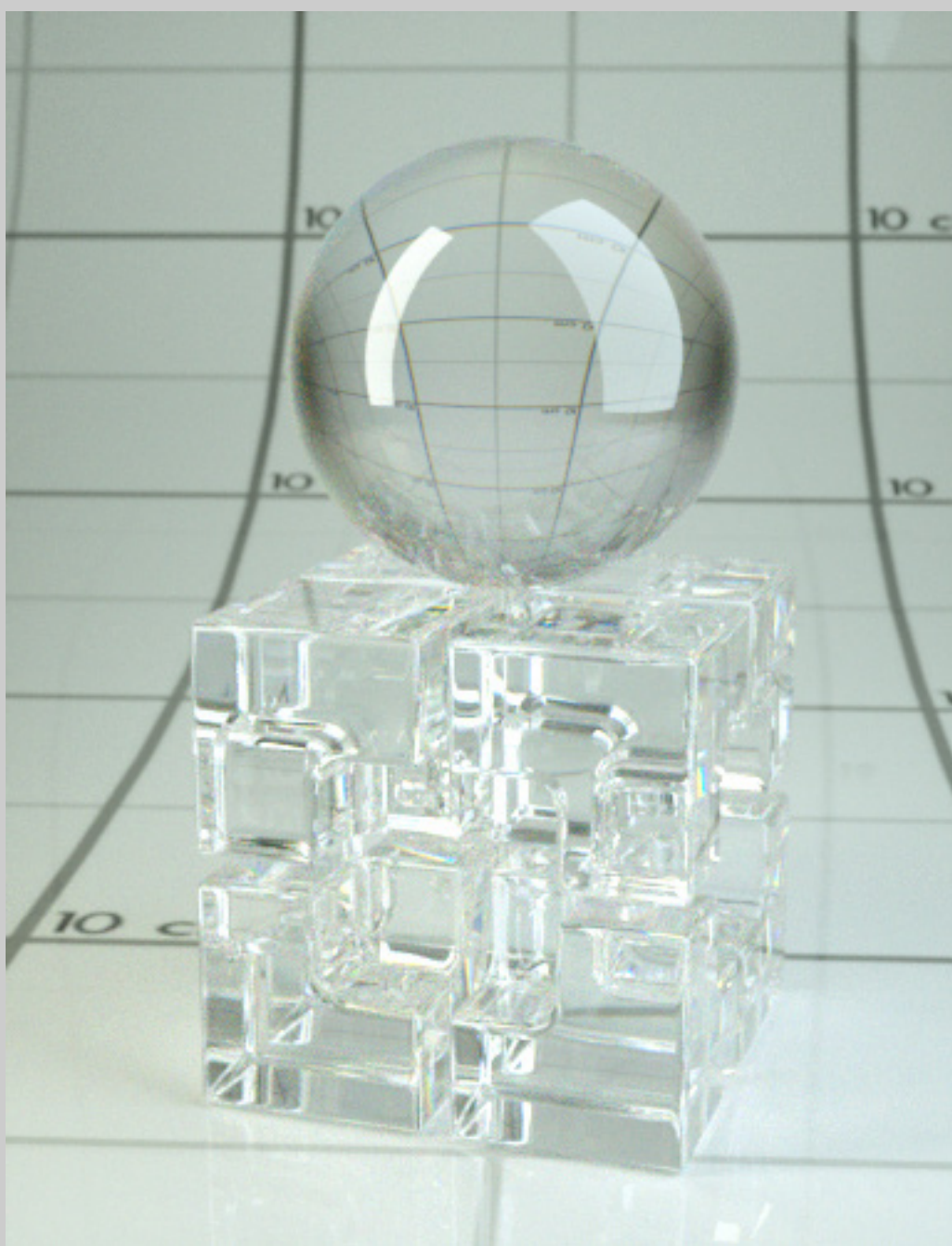
## Material Type



Diffuse



Glossy



Specular



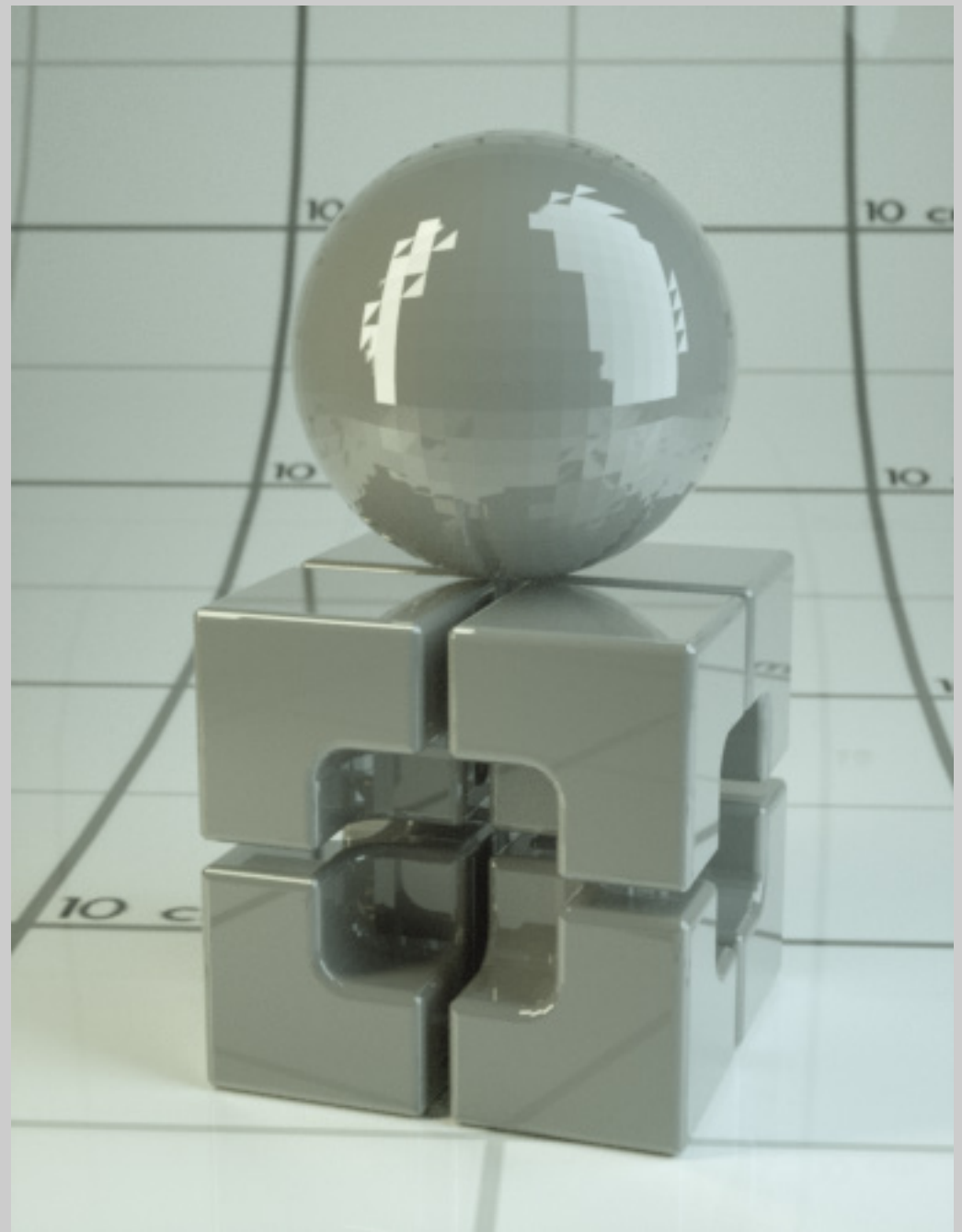
# Octane Material

Diffuse, Glossy, Specular

## Smooth

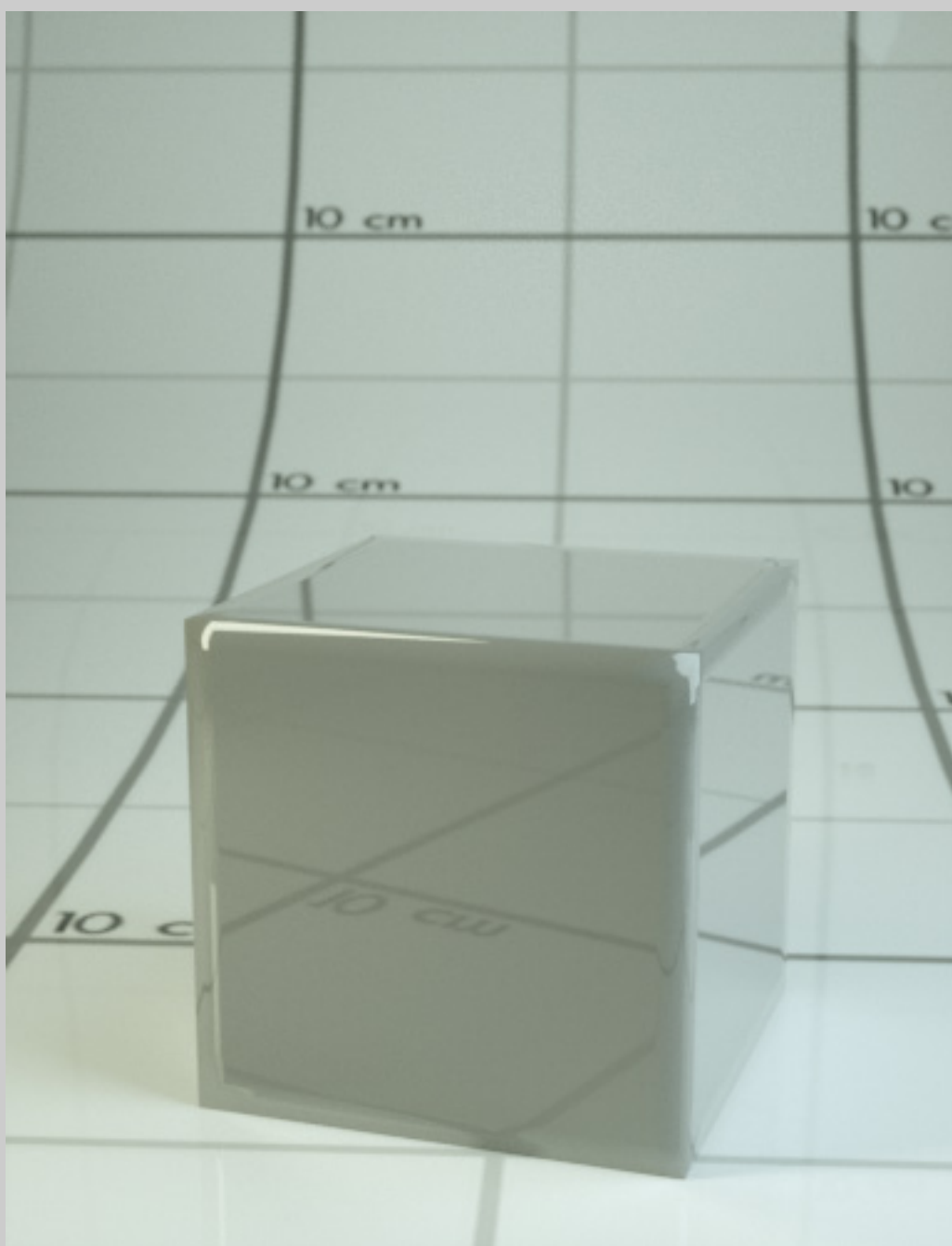


Smooth: On

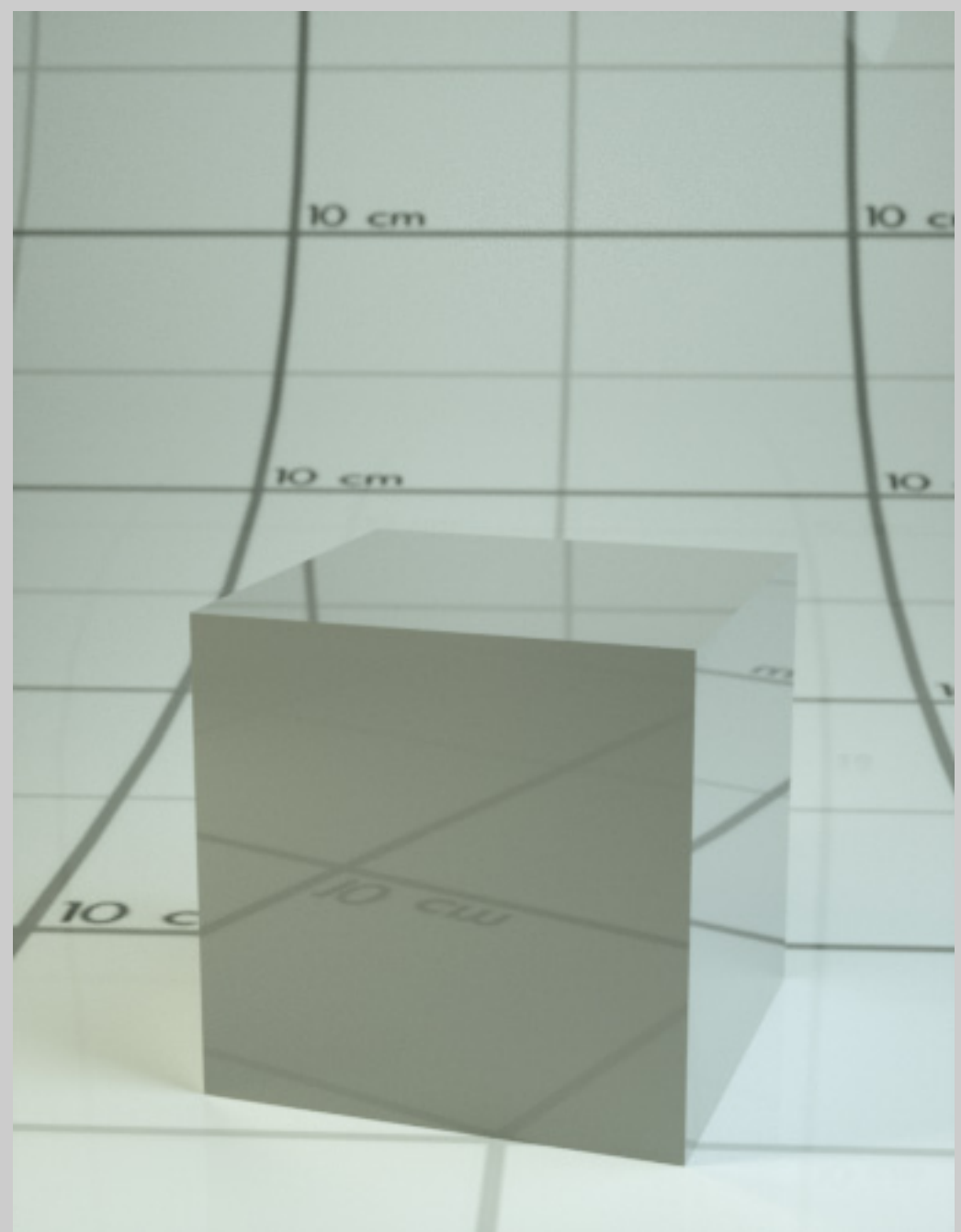


Smooth: Off

## 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)



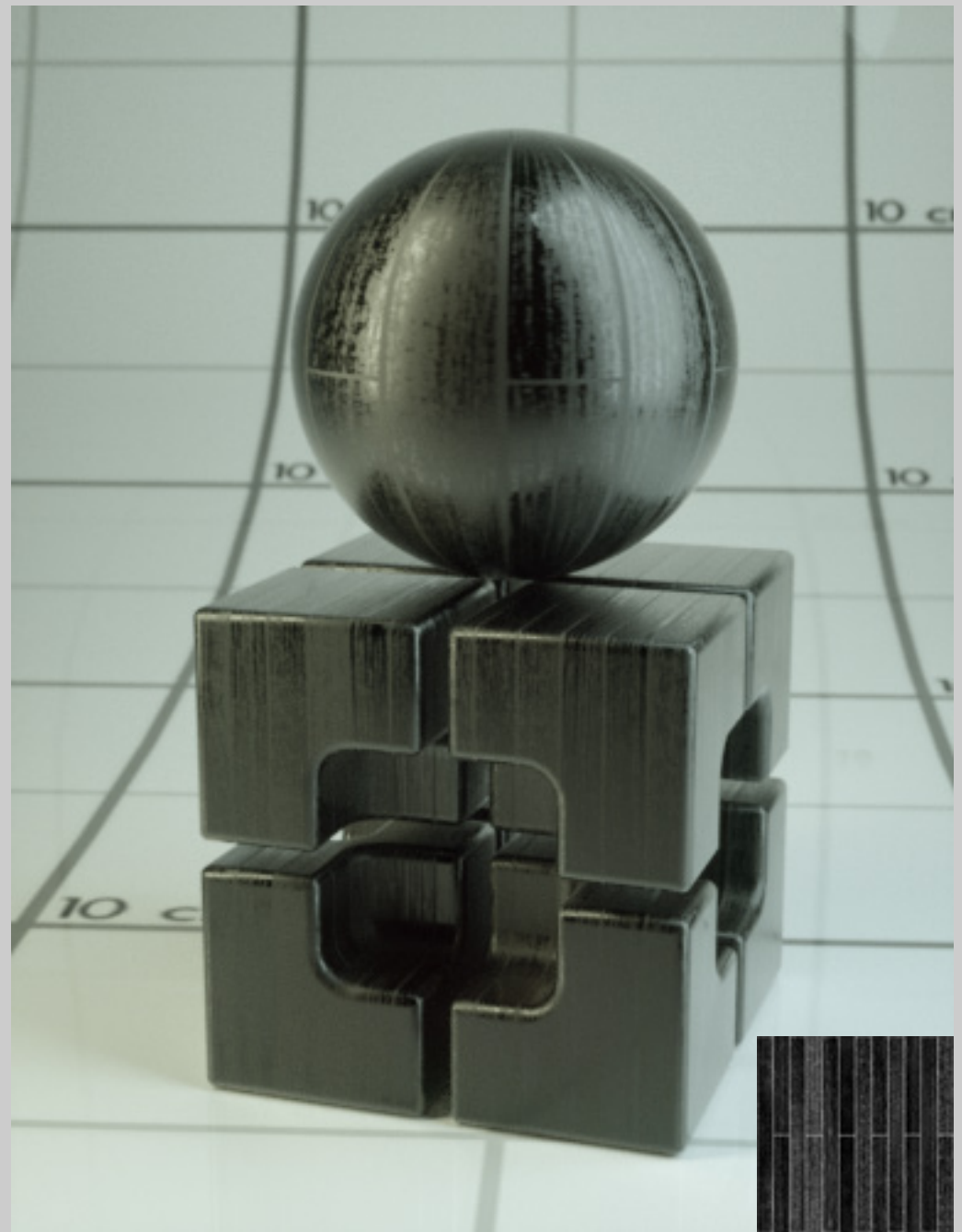
# Octane Material

## Roughness

Glossy, Specular



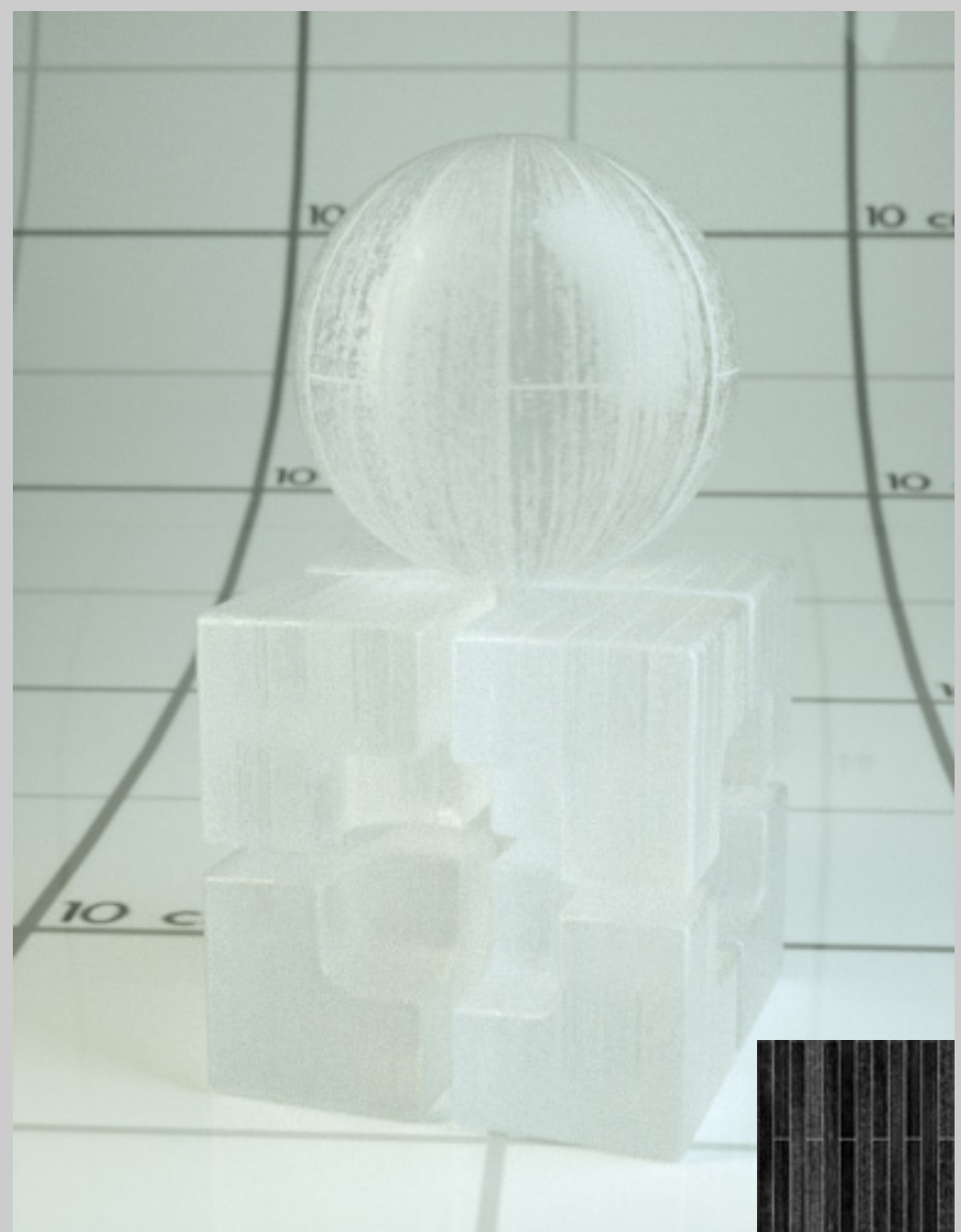
Glossy Material  
Float: 0.05



Glossy Material  
ImageTexture



Glossy Material  
Float: 0.4



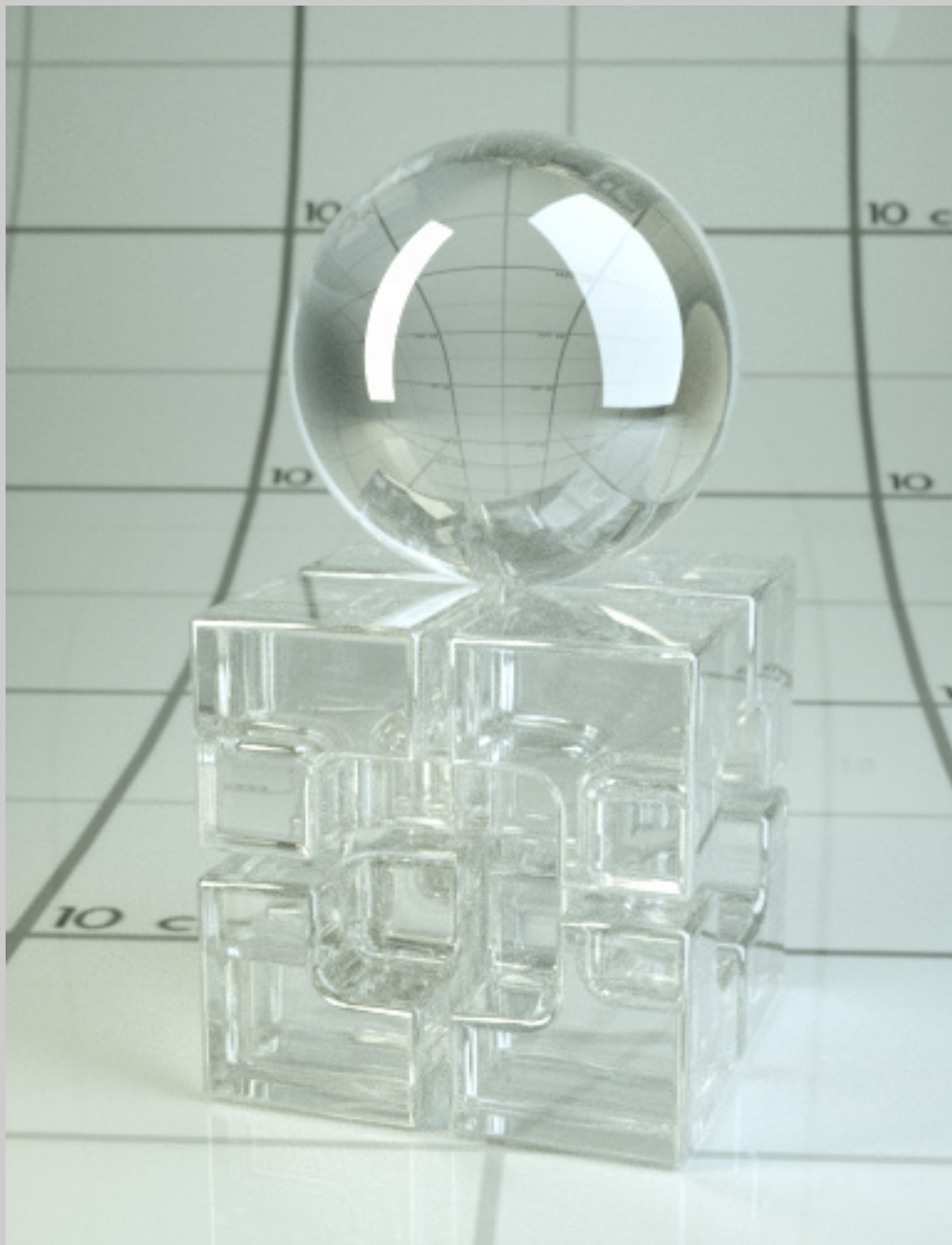
Specular Material  
ImageTexture



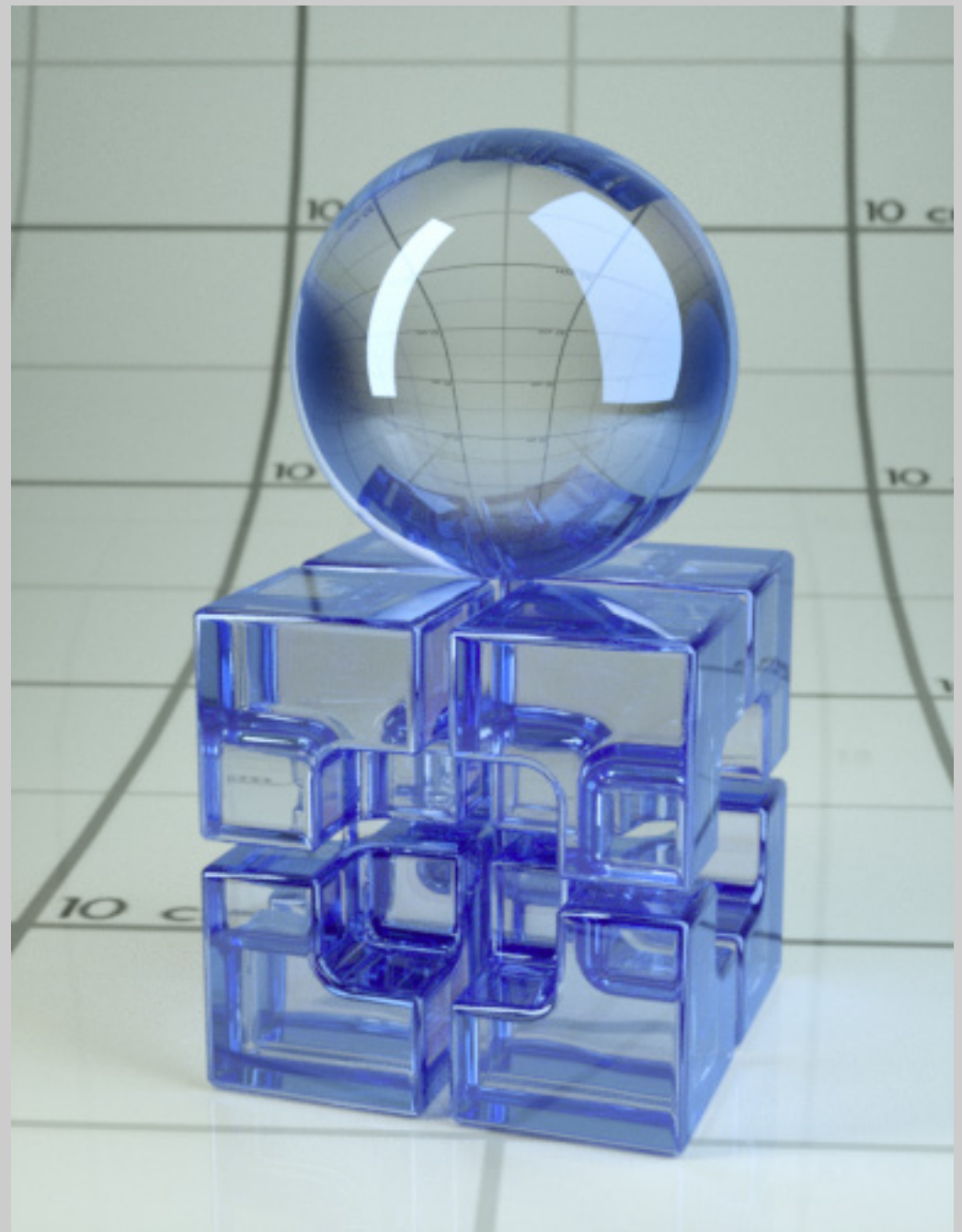
# Octane Material

## Reflection

Specular



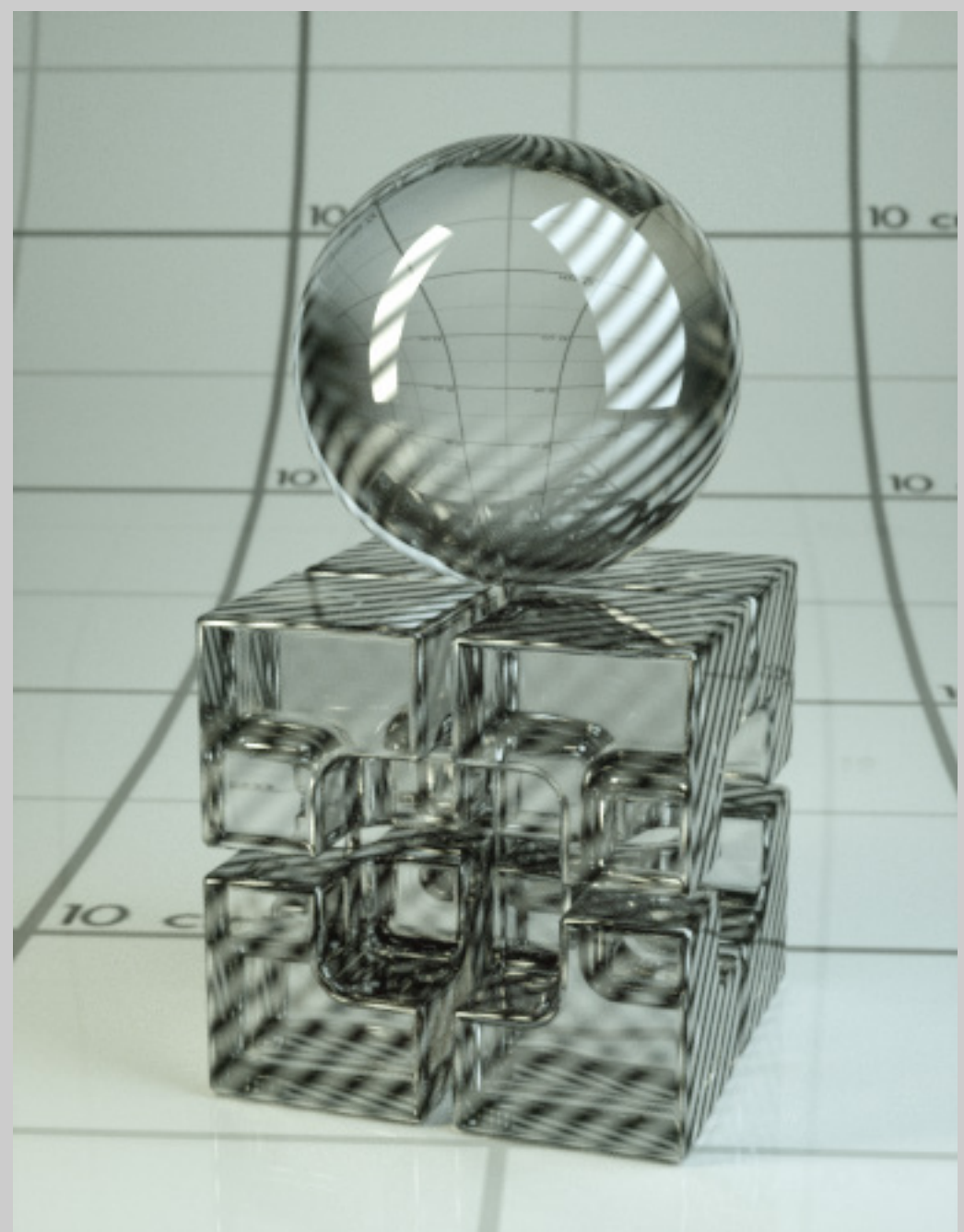
Color:



Color:



Checks



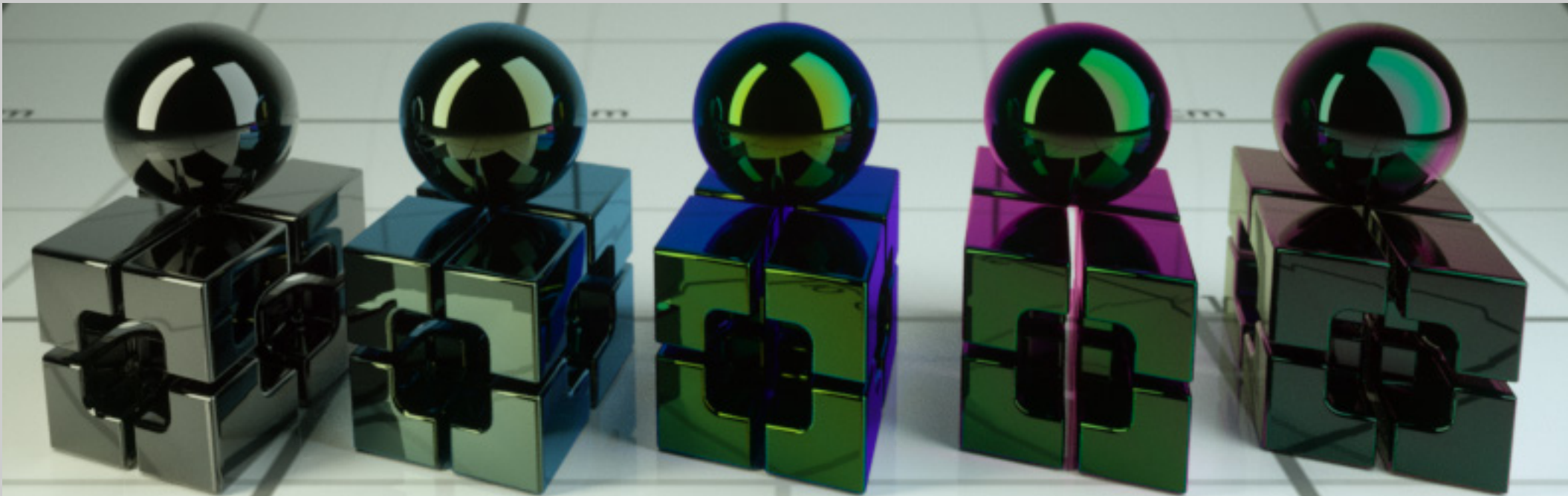
SineWave



# Octane Material

## Filmwidth

Glossy, Specular



0

0.1

0.2

0.3

0.4



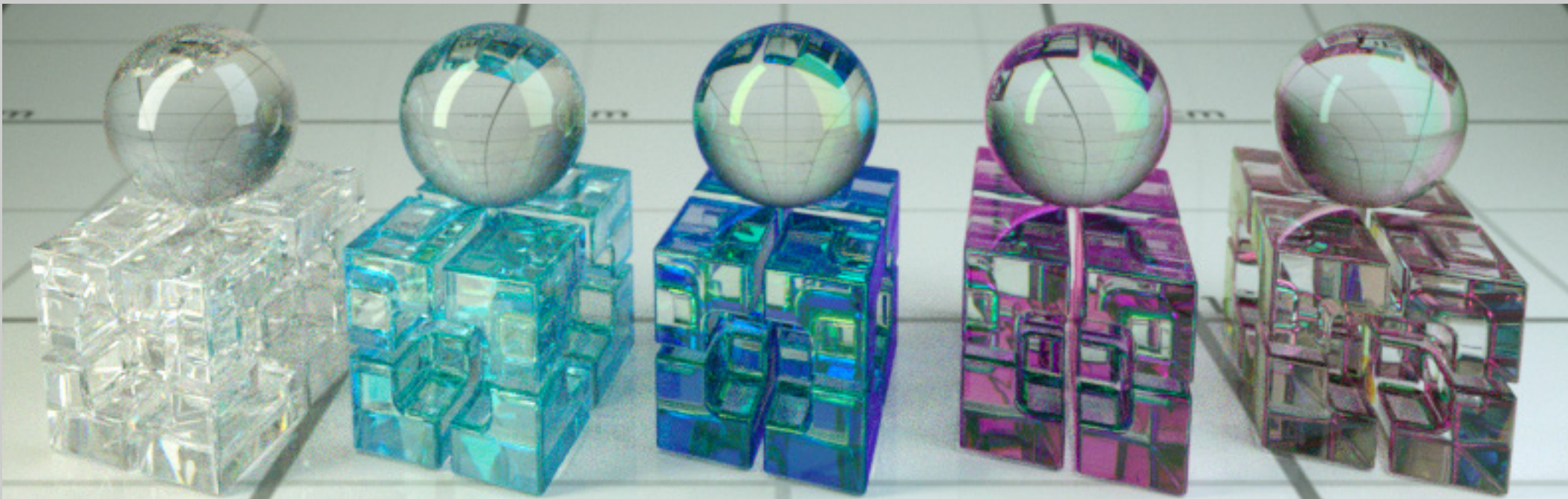
0.5

0.6

0.7

0.8

0.9



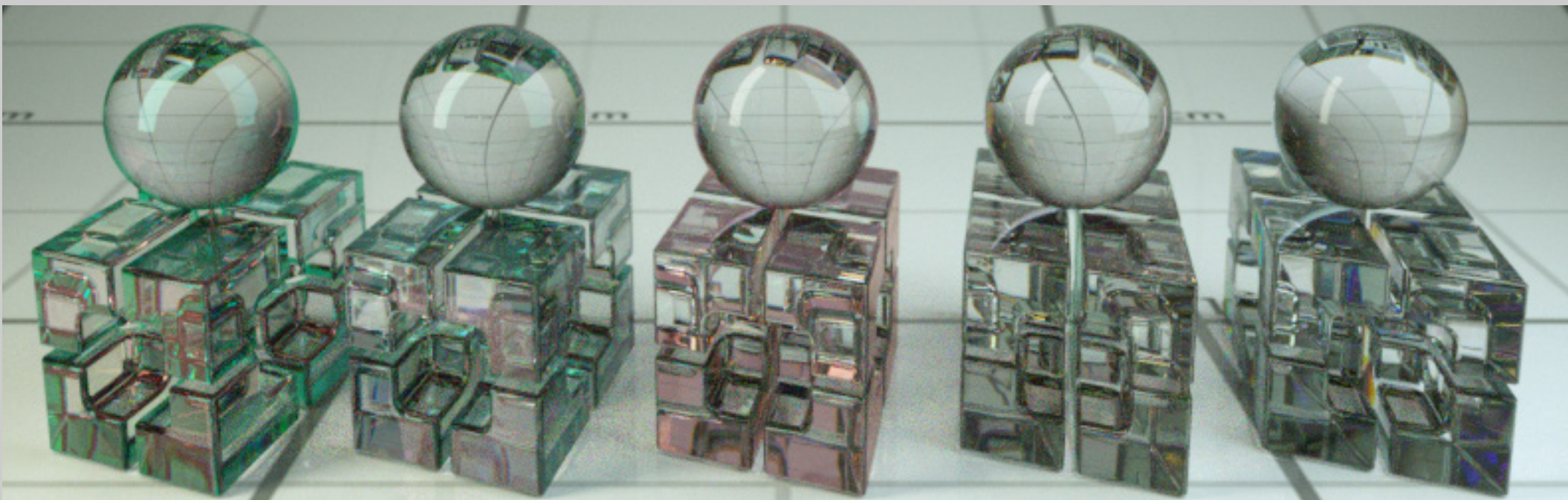
0

0.1

0.2

0.3

0.4



0.5

0.6

0.7

0.8

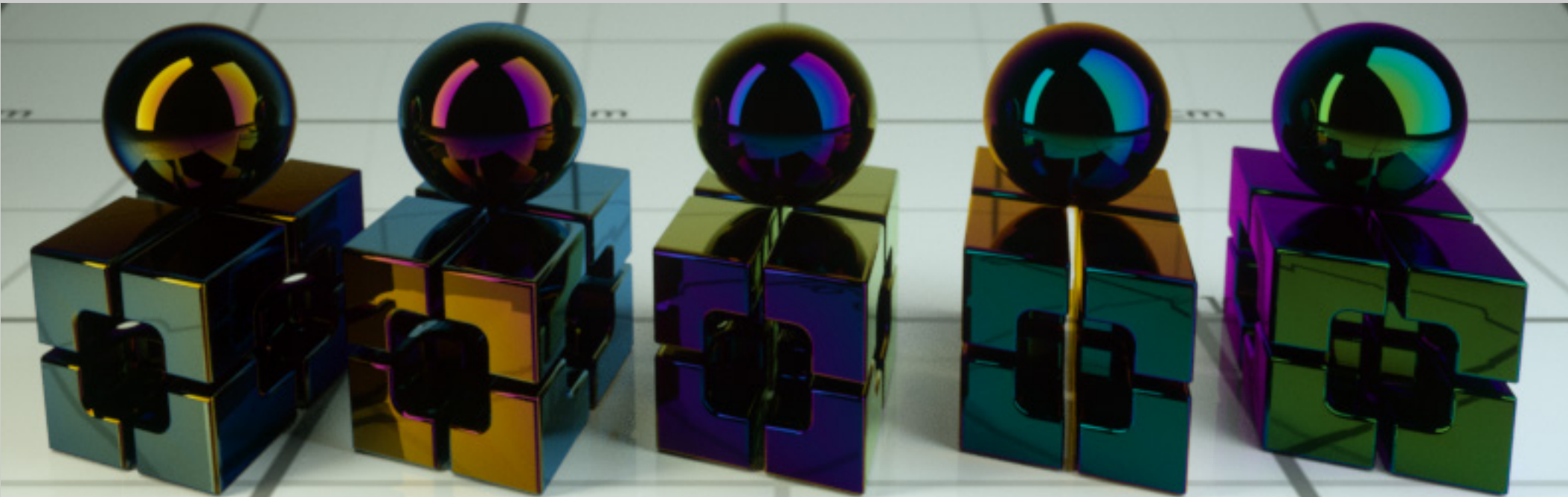
0.9



# Octane Material

## Filminde

Glossy, Specular



1

1.1

1.2

1.3

1.4



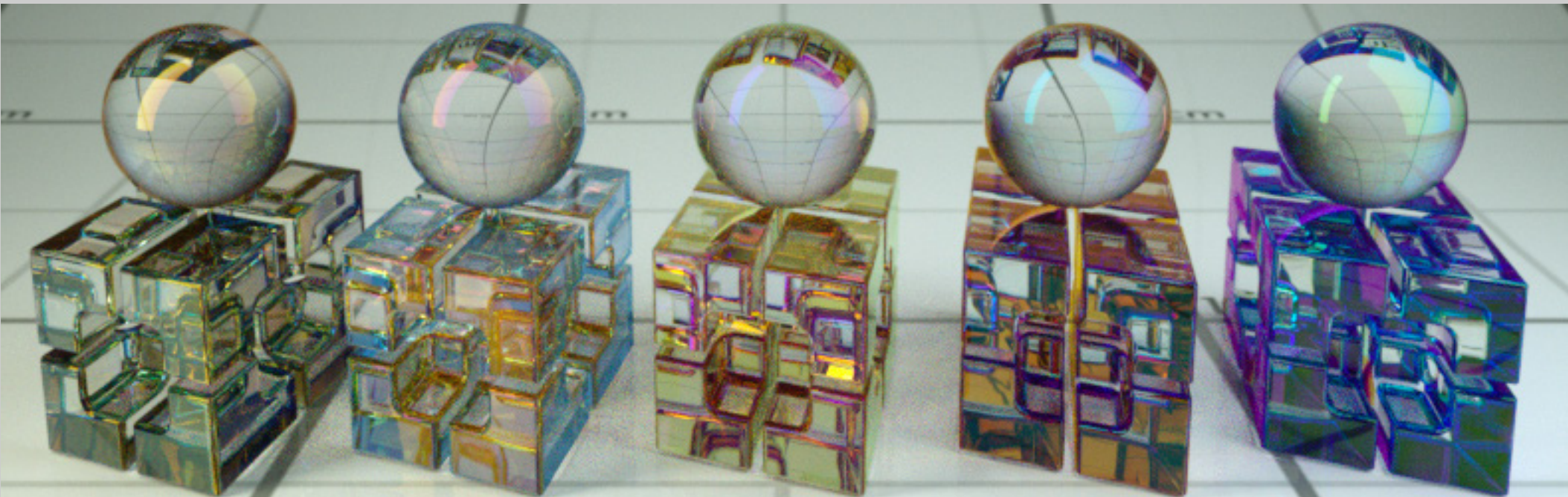
1.5

1.6

1.7

1.8

1.9



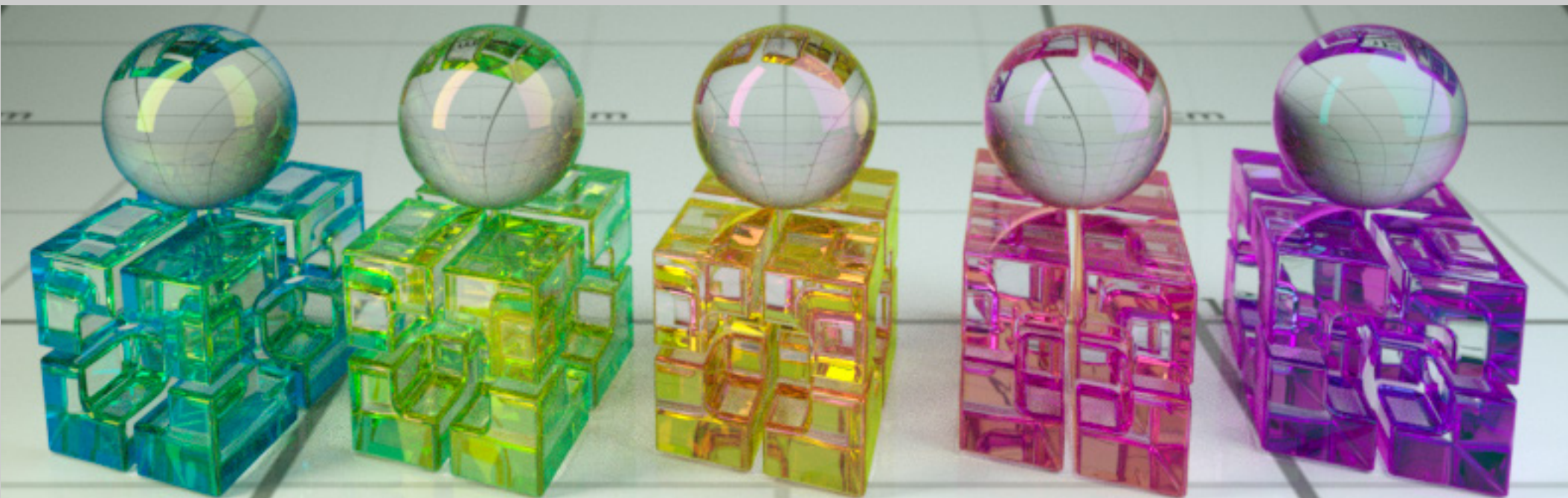
1

1.1

1.2

1.3

1.4



1.5

1.6

1.7

1.8

1.9



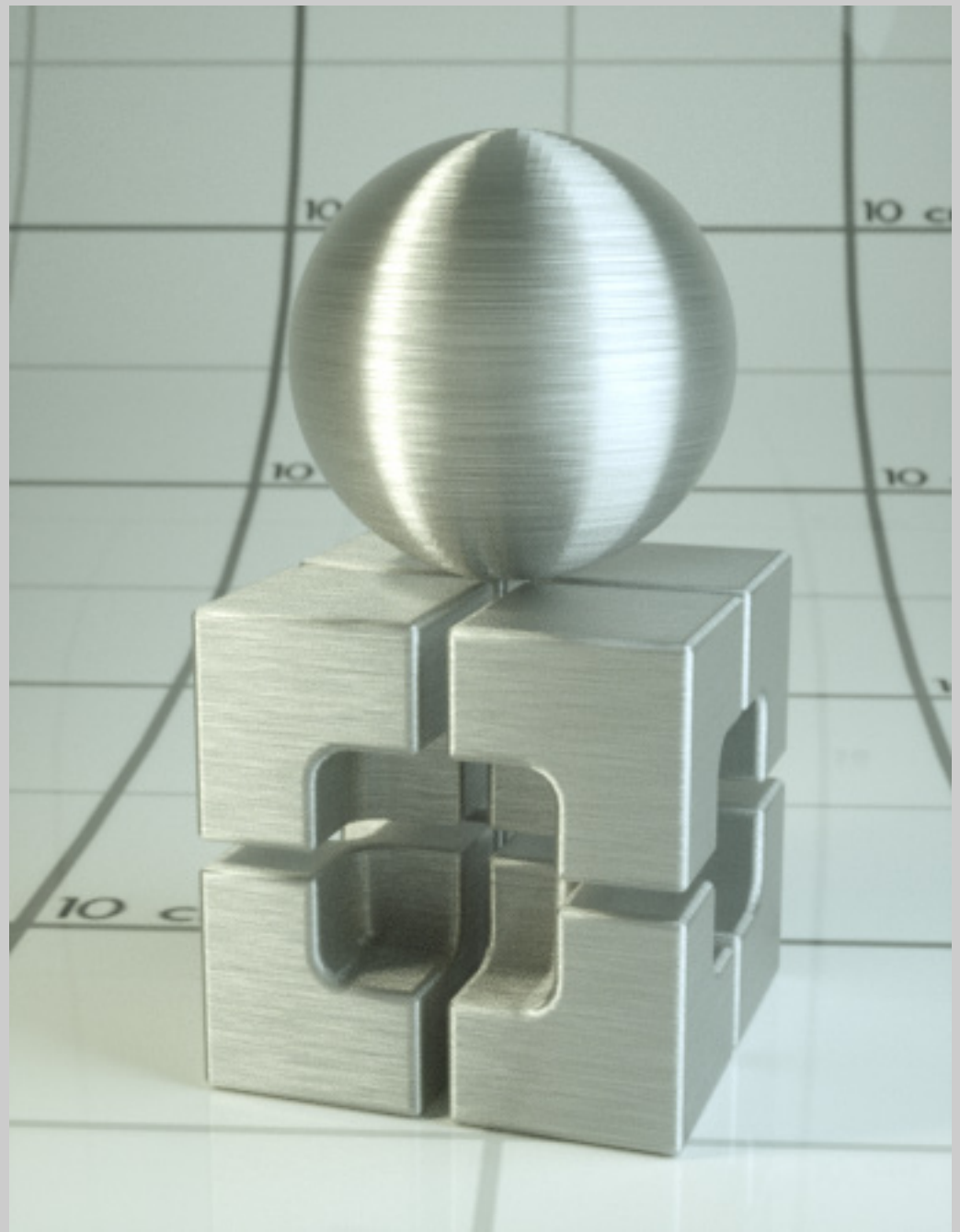
# Octane Material

## Bump

Diffuse, Glossy, Specular



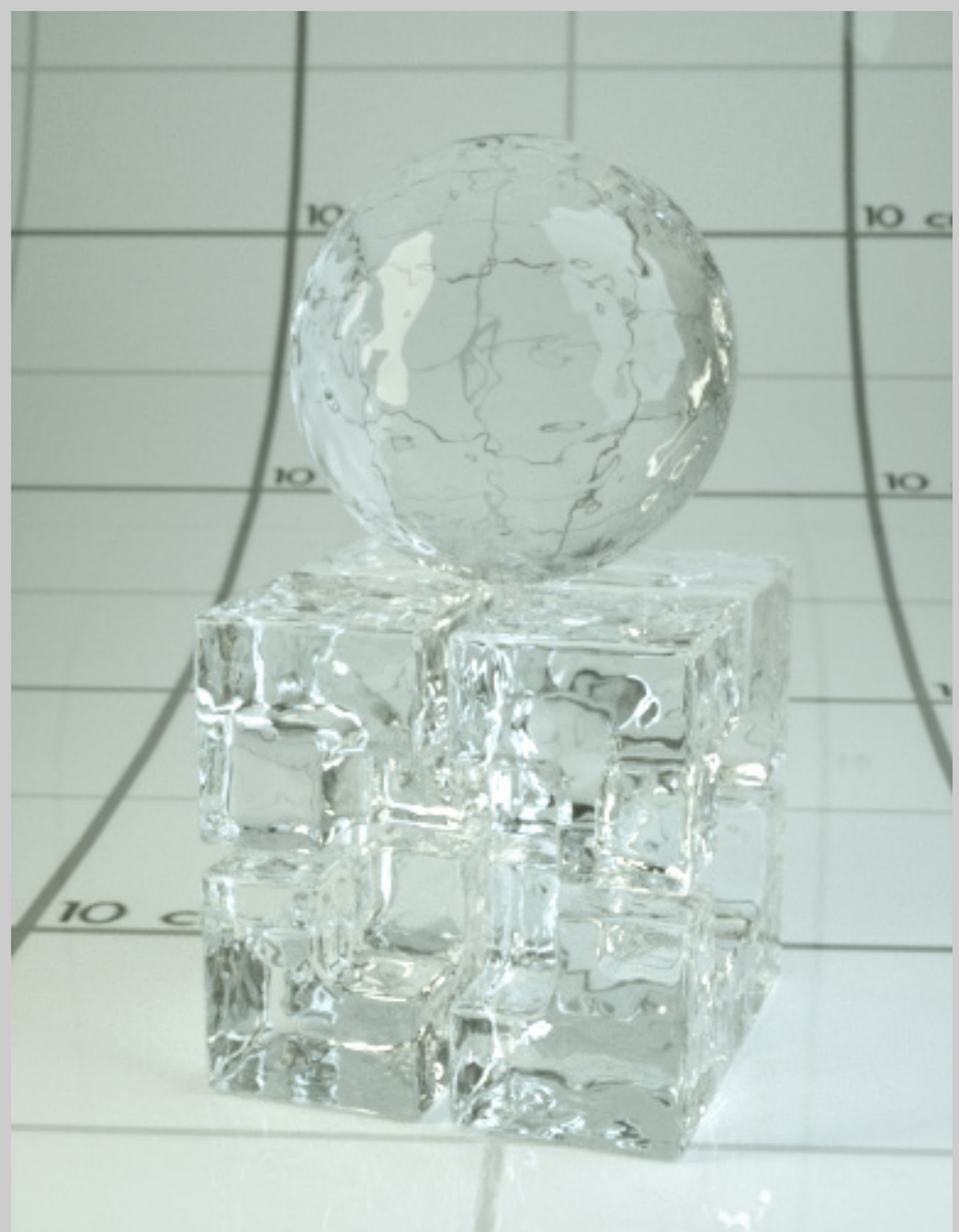
Diffuse Material  
ImageTexture



Glossy Material  
Turbulence



Glossy Material  
ImageTexture



Specular Material  
Turbulence



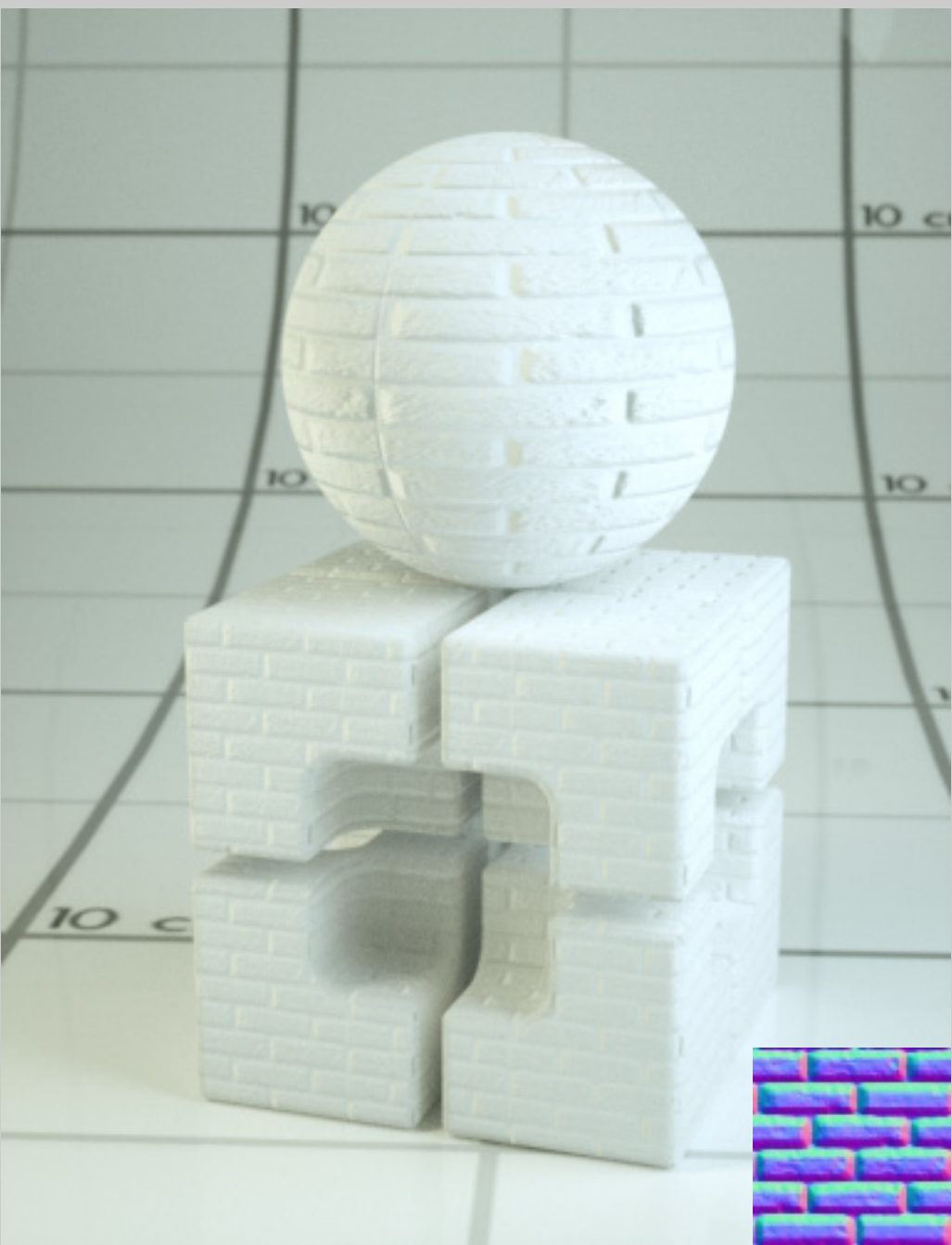
# Octane Material

## Normal

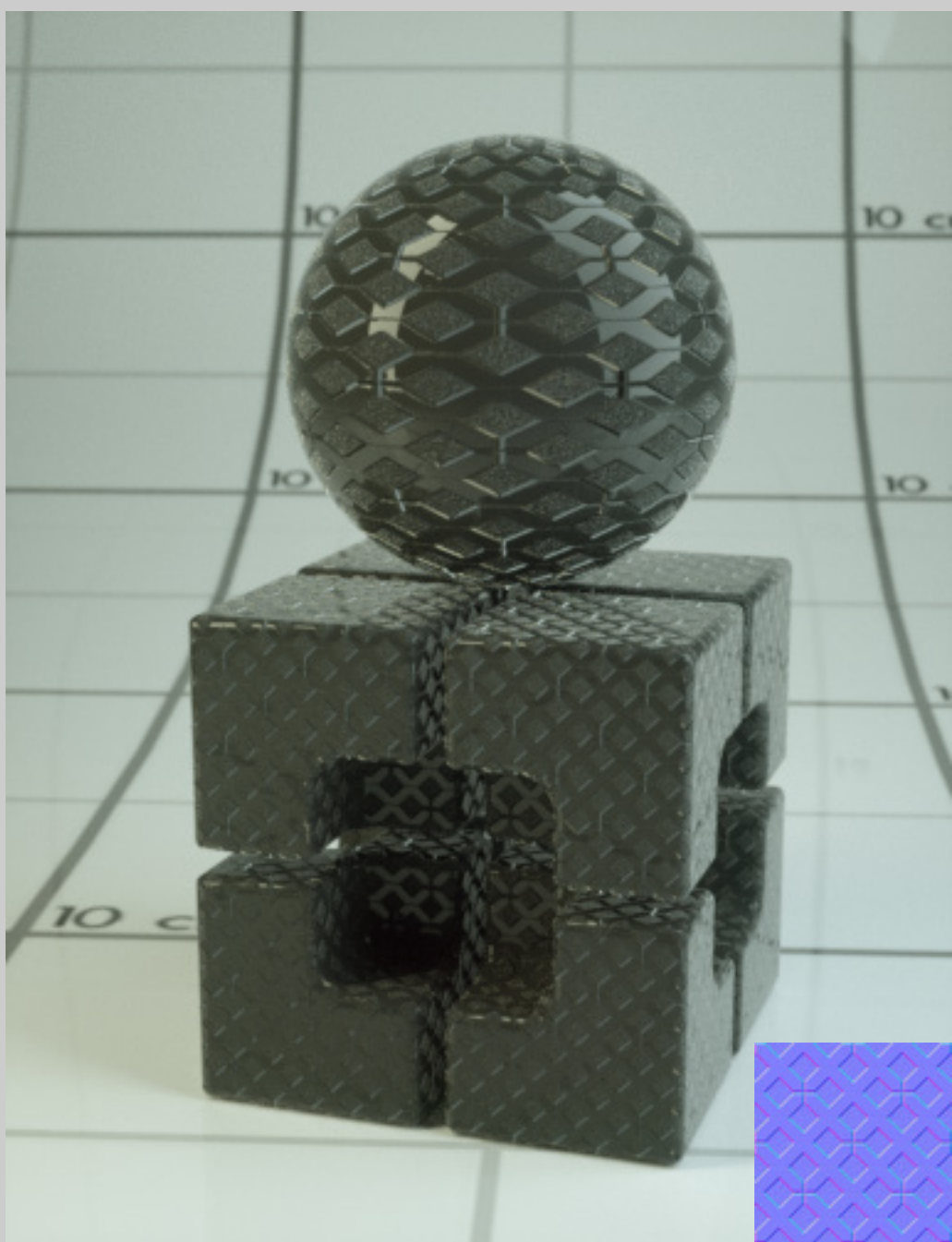
Diffuse, Glossy, Specular



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



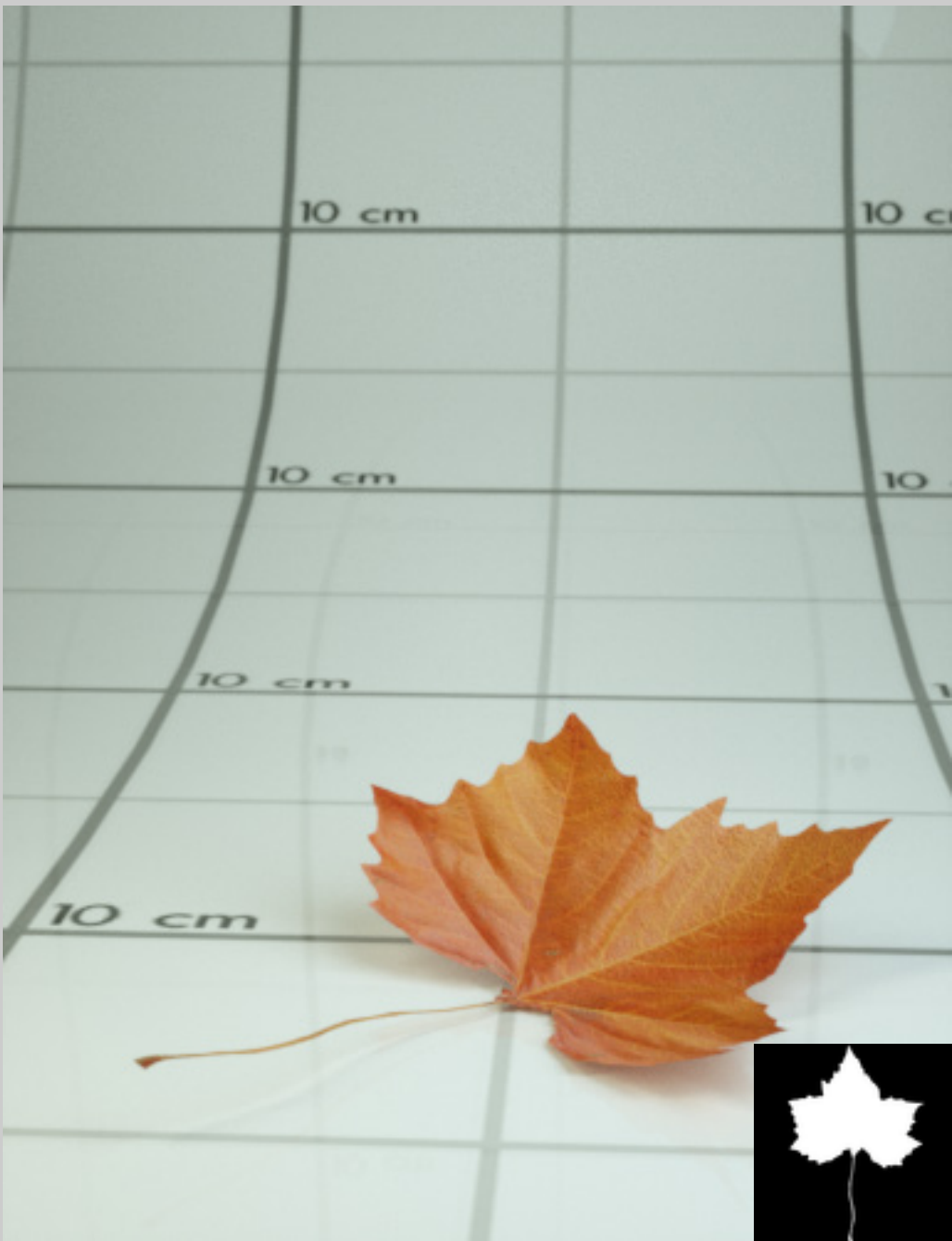
Account: 0.004, Shift: -0.002  
Level of details: 4096x4096



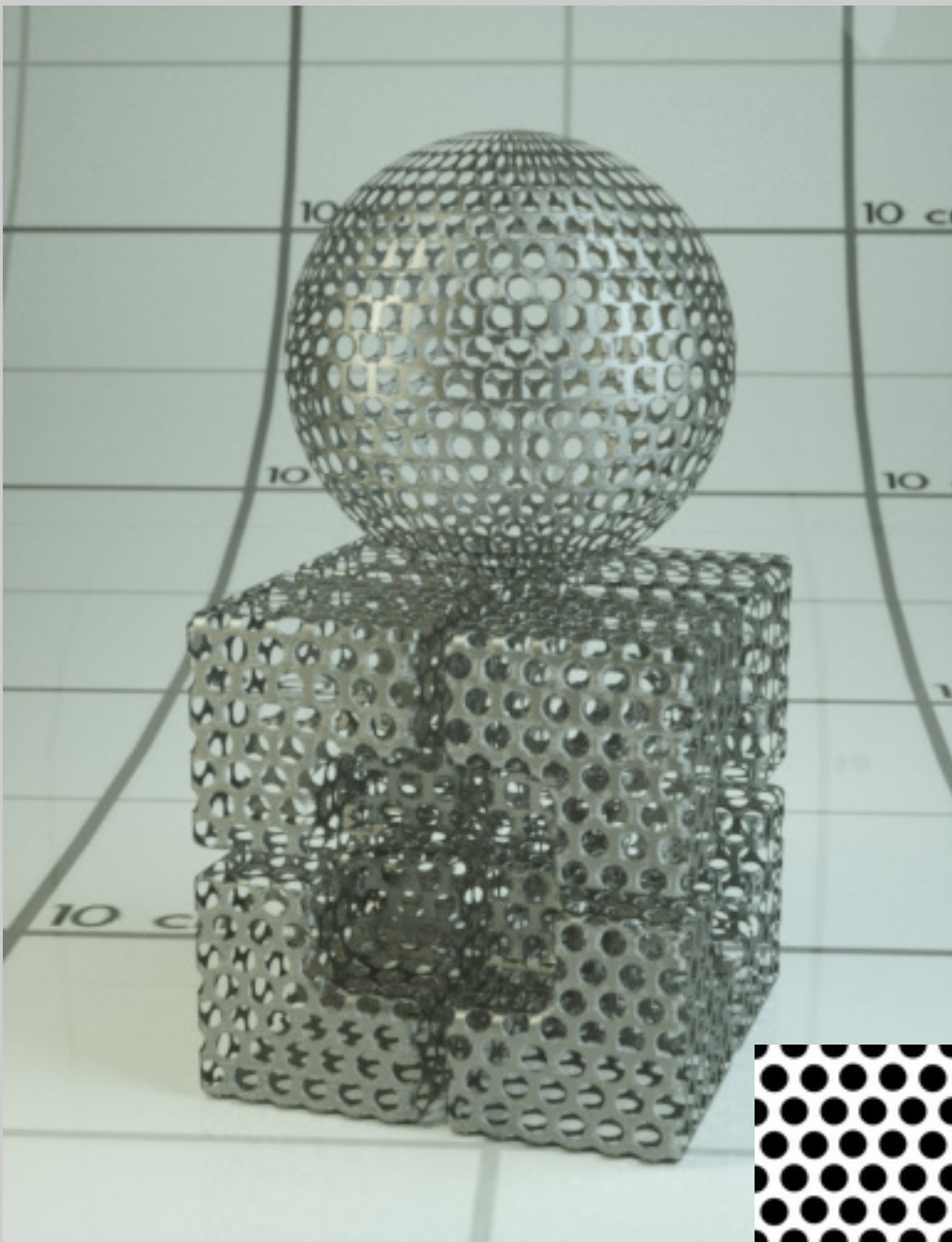
# Octane Material

## Opacity

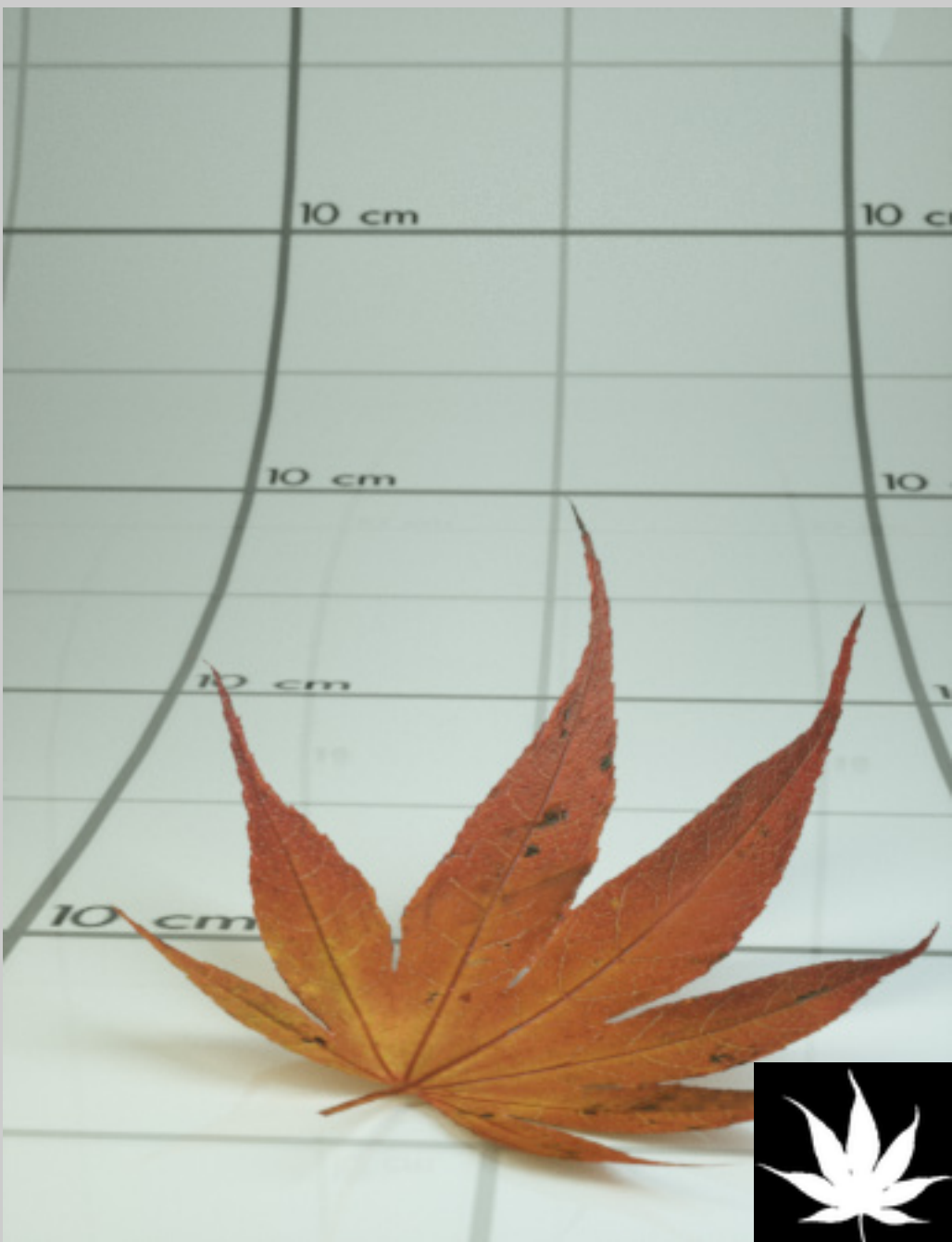
Diffuse, Glossy, Specular



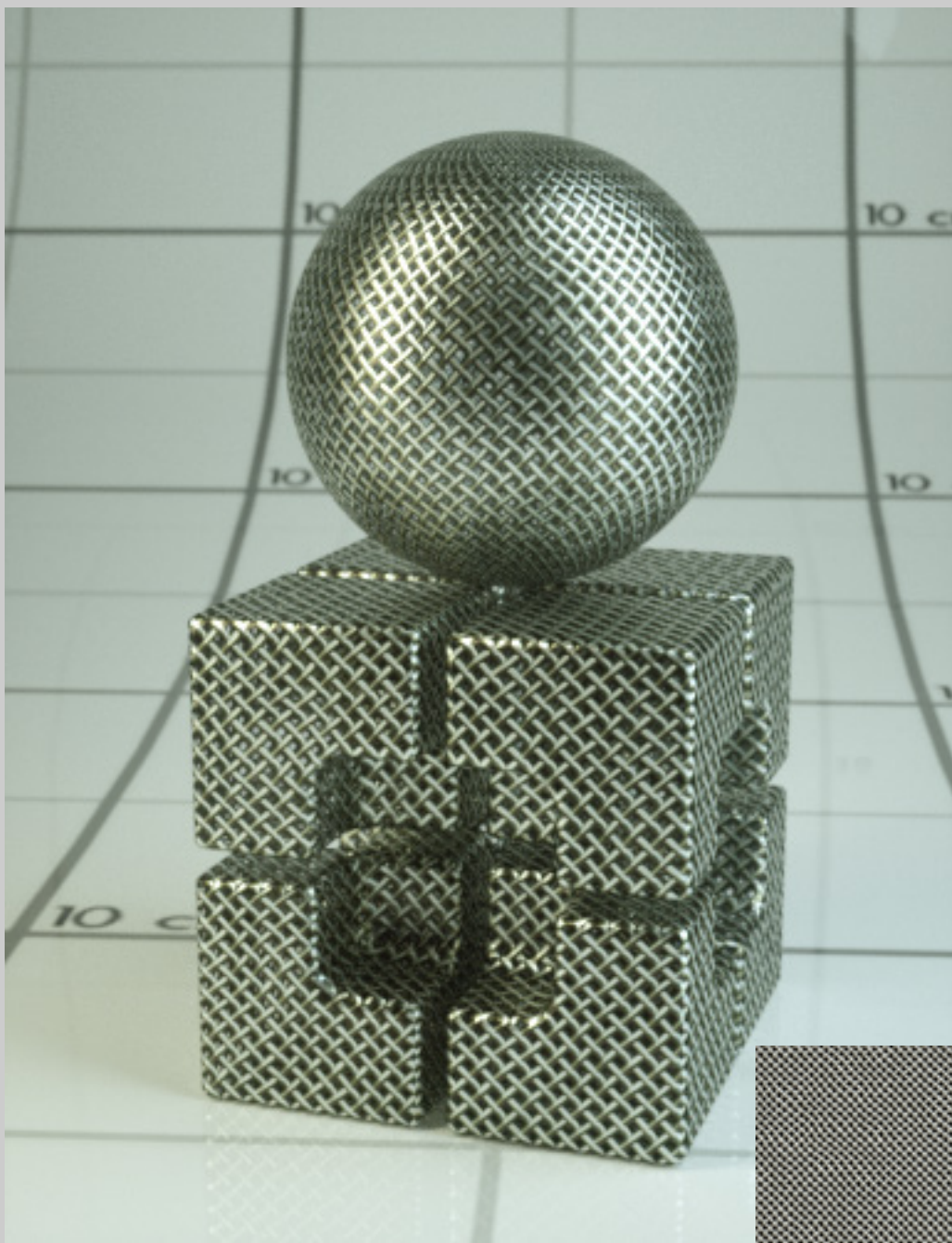
ImageTexture



ImageTexture



ImageTexture



ImageTexture

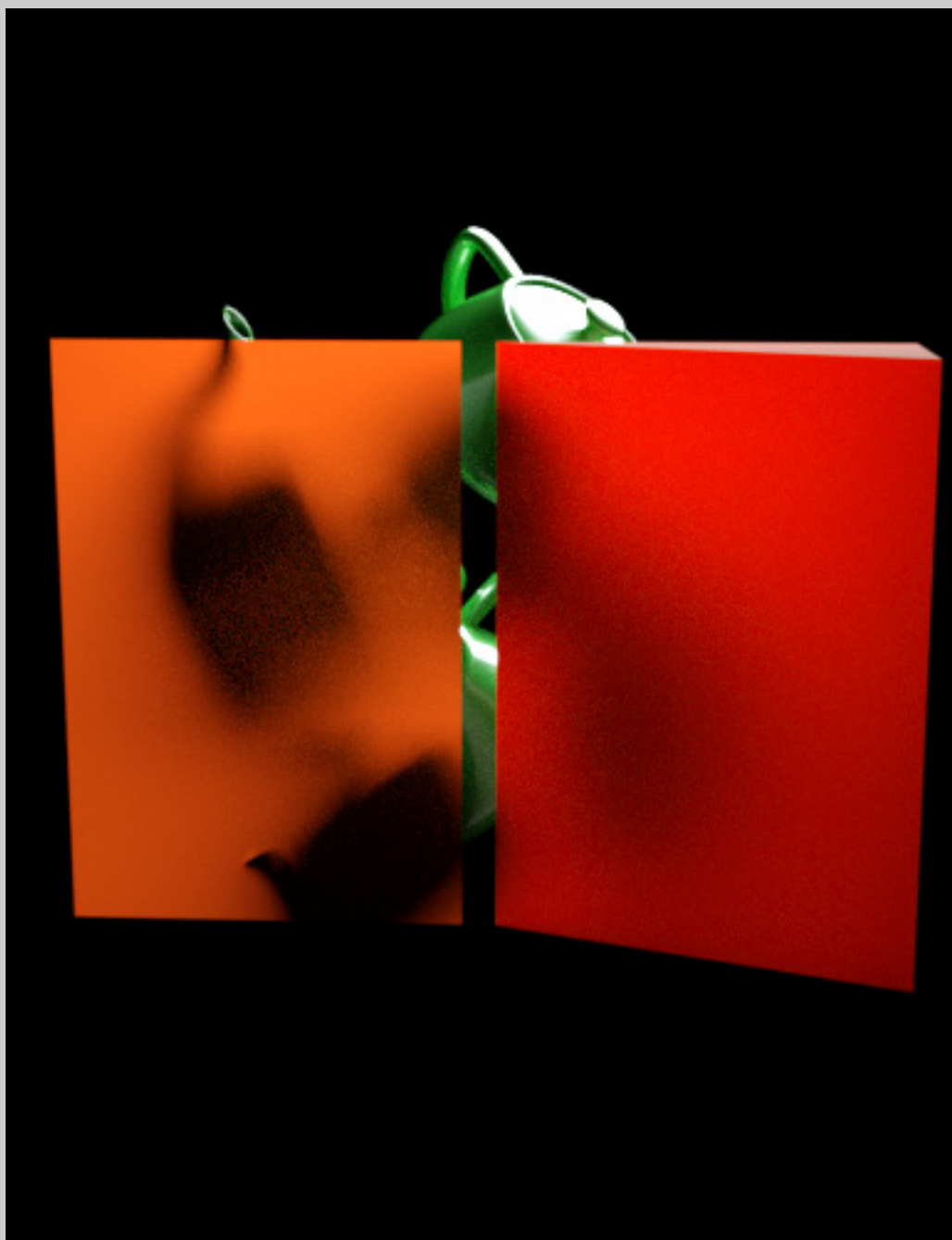




# Octane Material

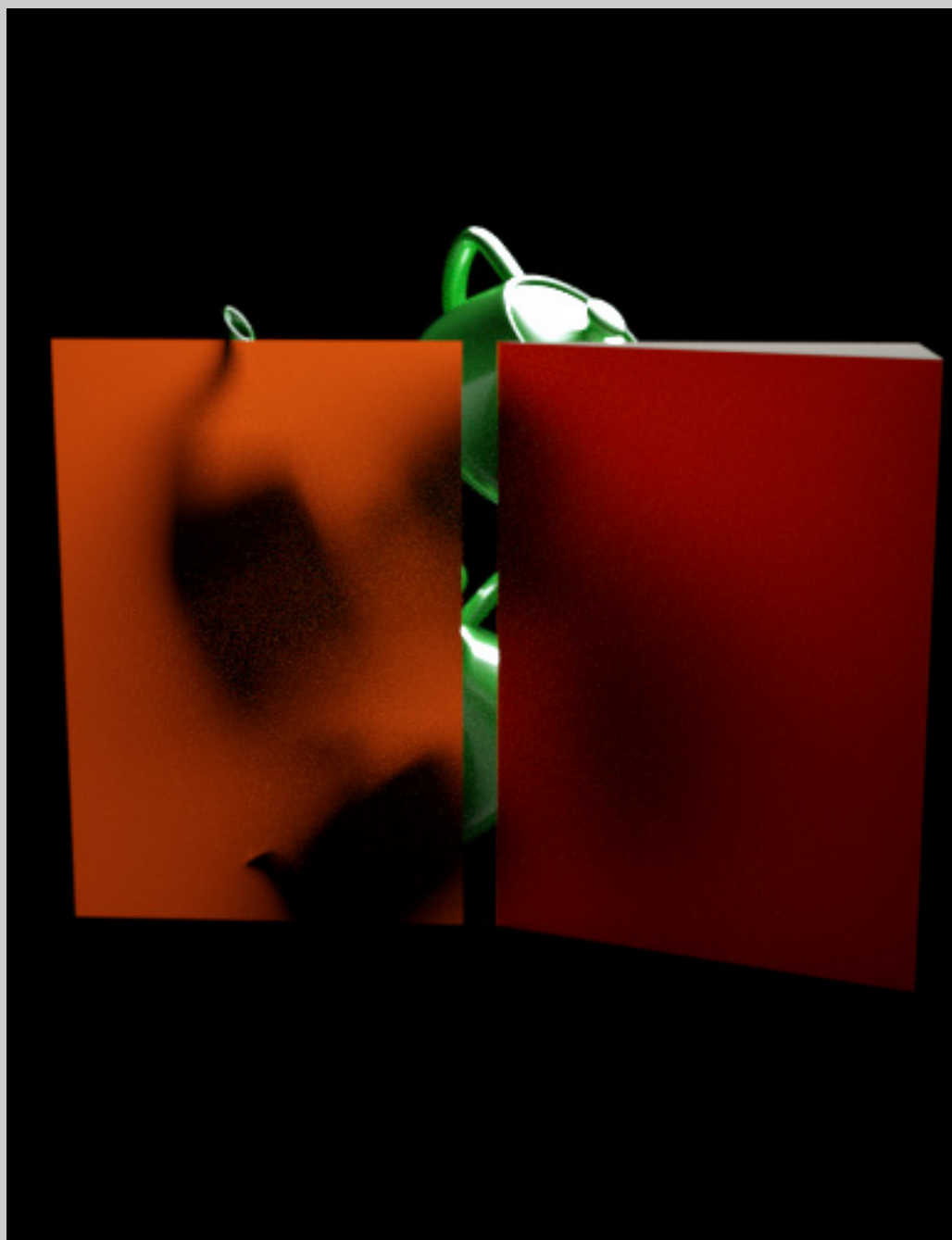
## Transmission



Diffuse, Specular

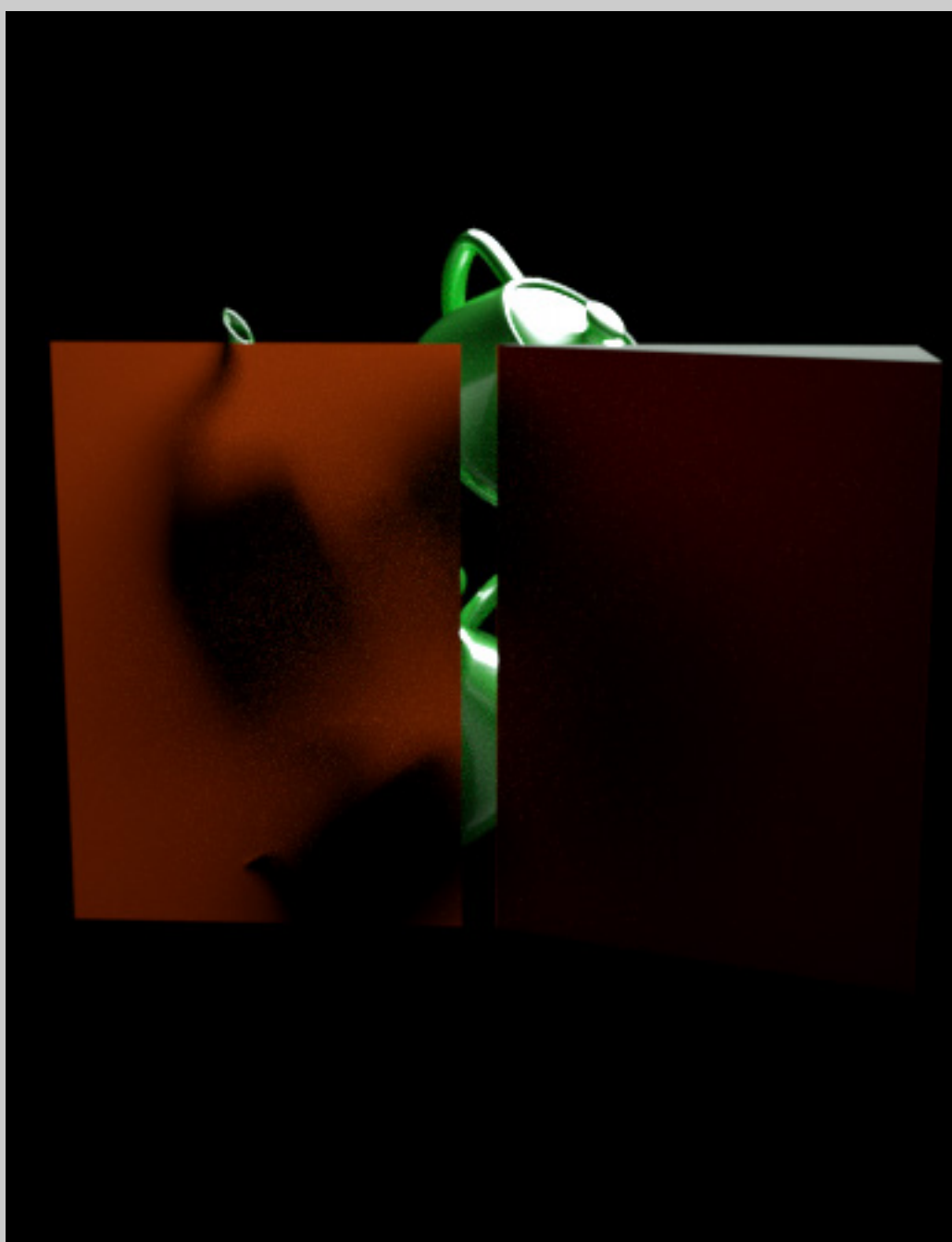
### Diffuse Material





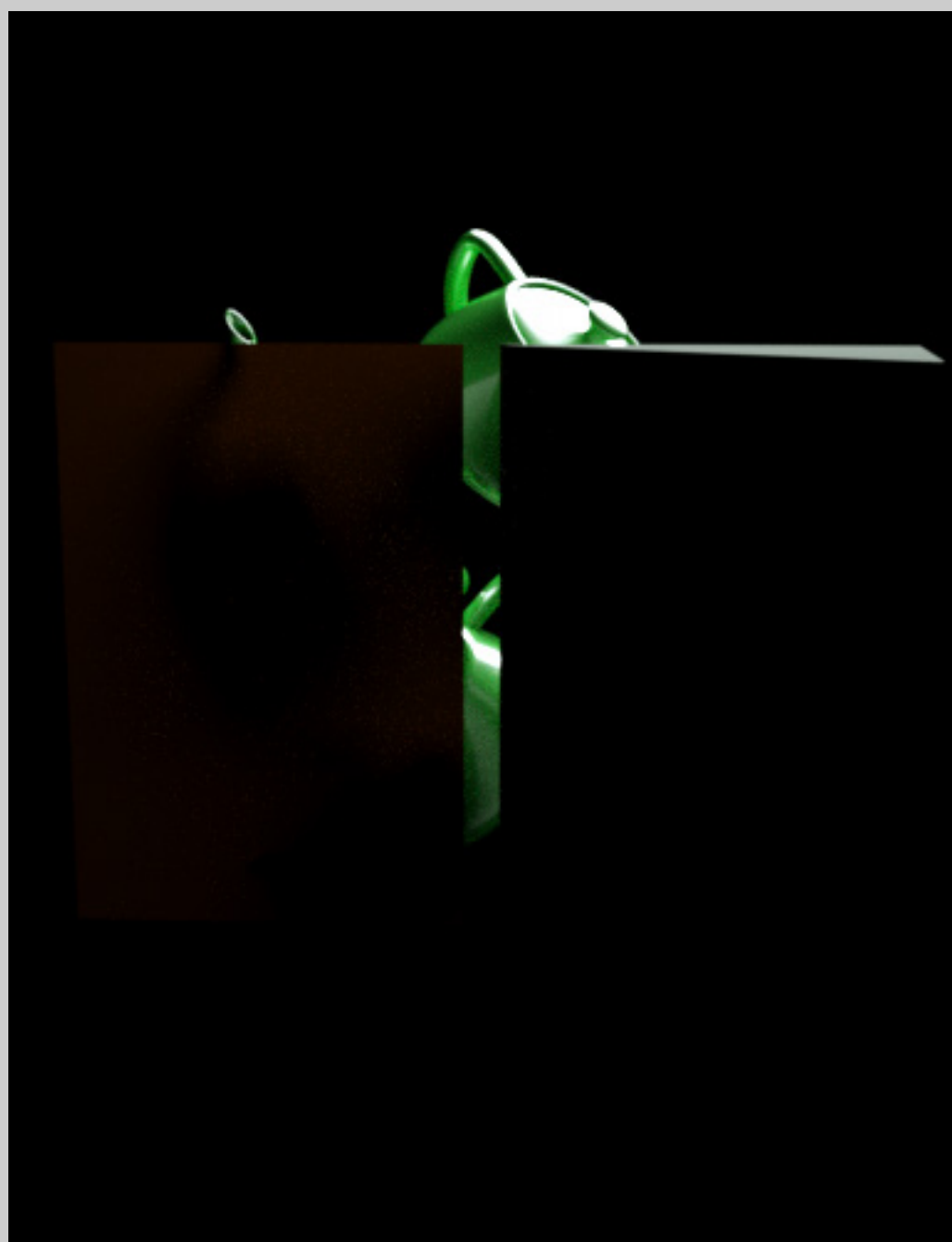
Diffuse Color:   
Transmission Color: 



Diffuse Color:   
Transmission Color: 



Diffuse Color:   
Transmission Color: 



Diffuse Color:   
Transmission Color: 

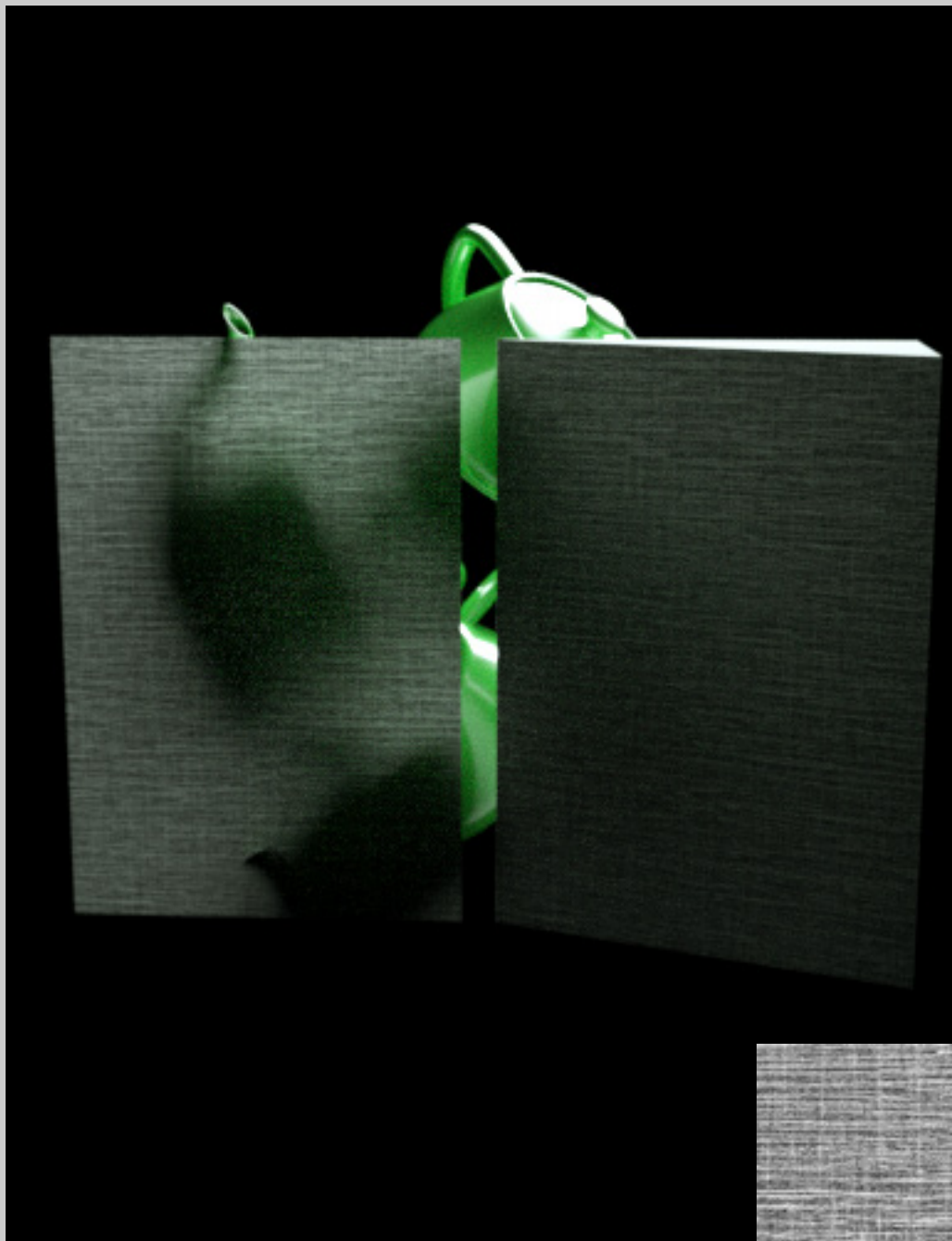



# Octane Material

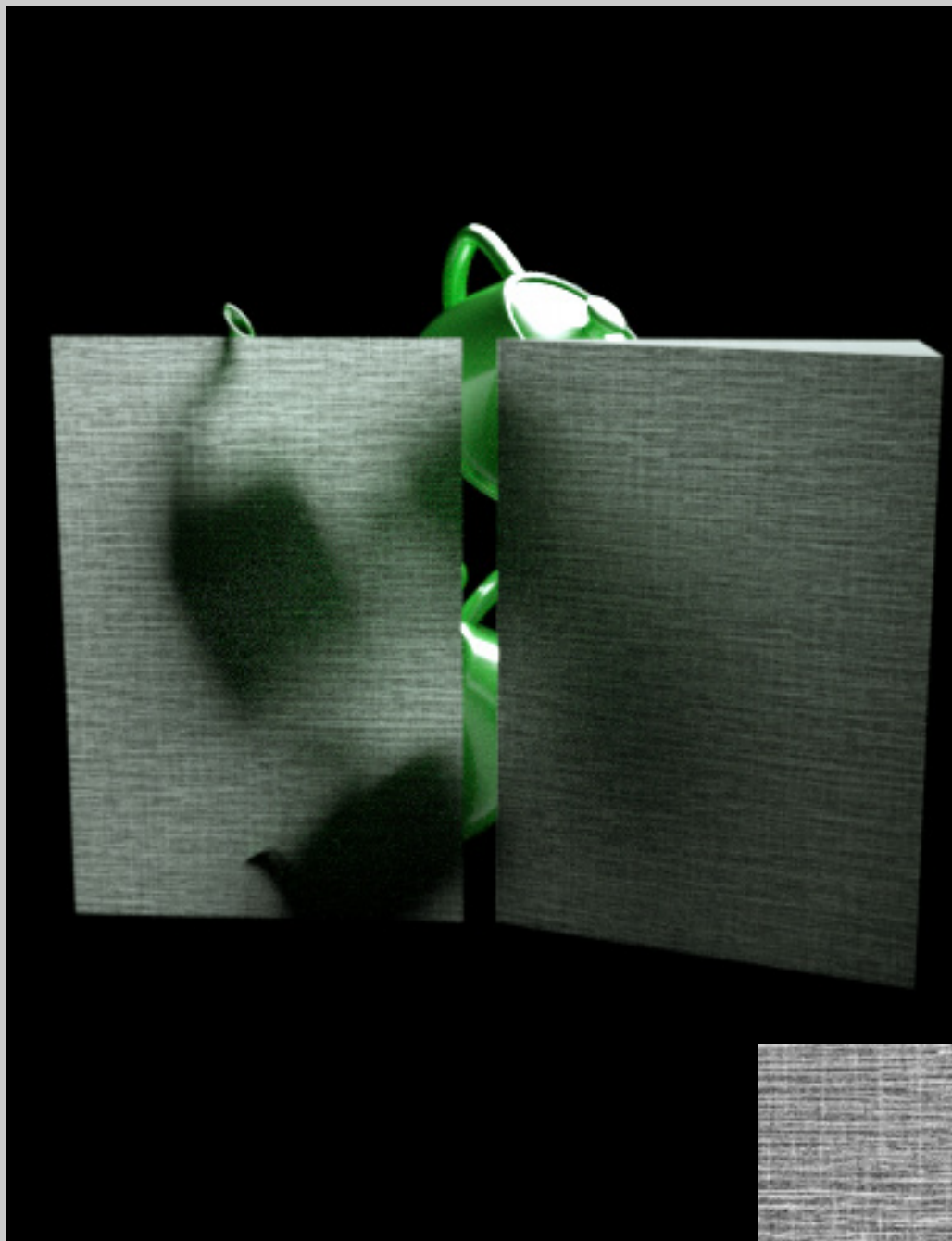
## Transmission


Diffuse, Specular

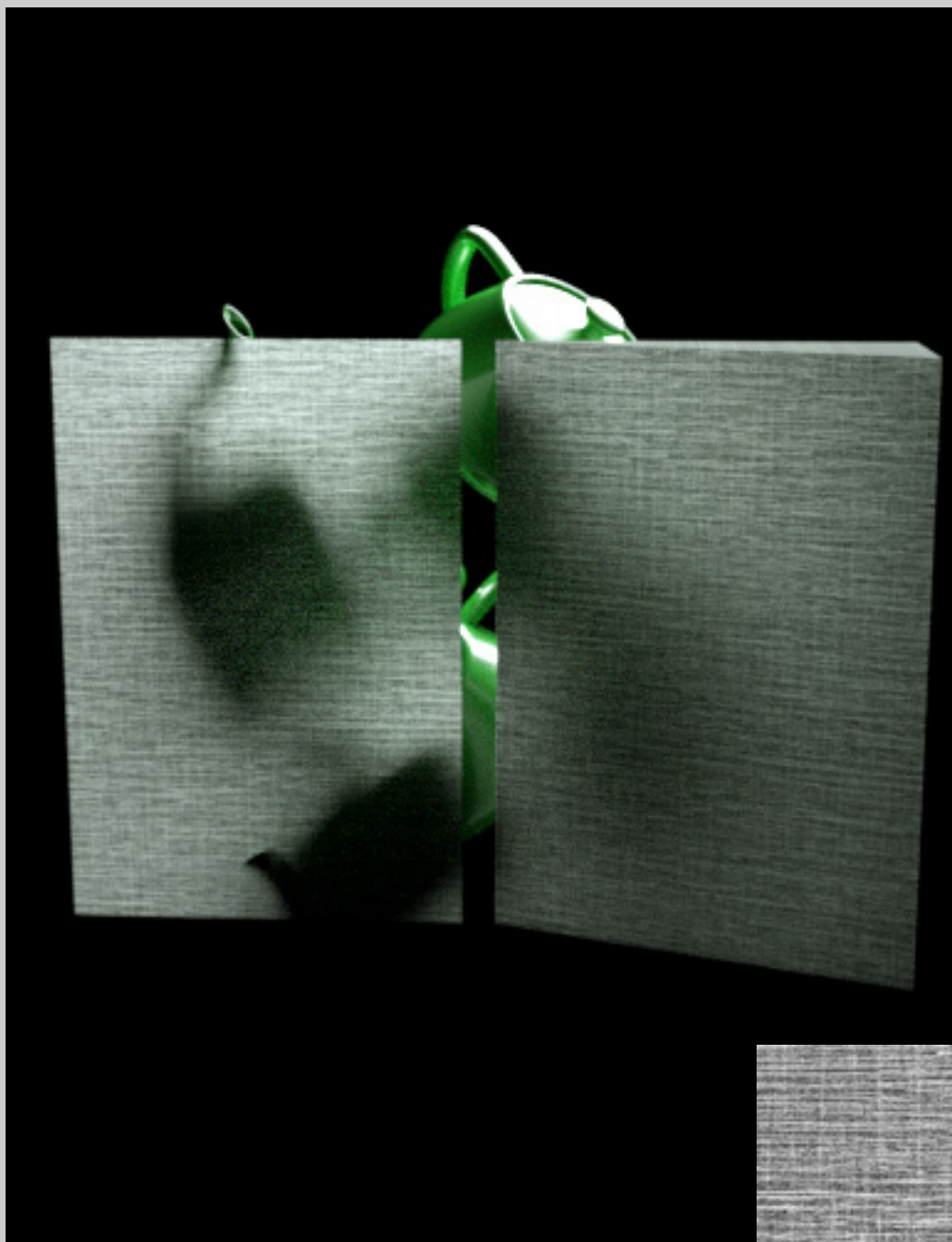
### Diffuse Material




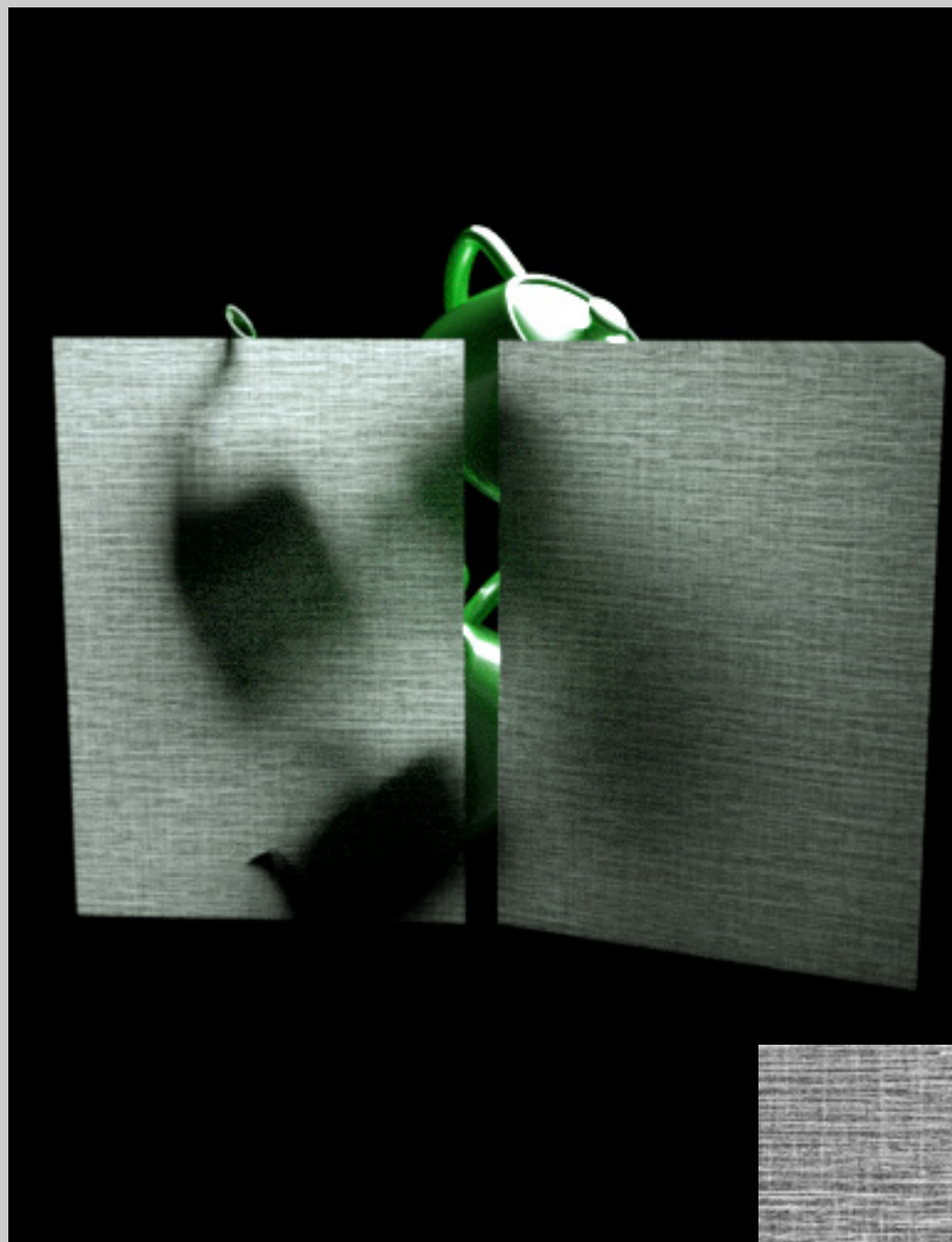
Diffuse Color:   
Transmission: ImageTexture




Diffuse Color:   
Transmission: ImageTexture



Diffuse Color:   
Transmission: ImageTexture



Diffuse Color:   
Transmission: ImageTexture

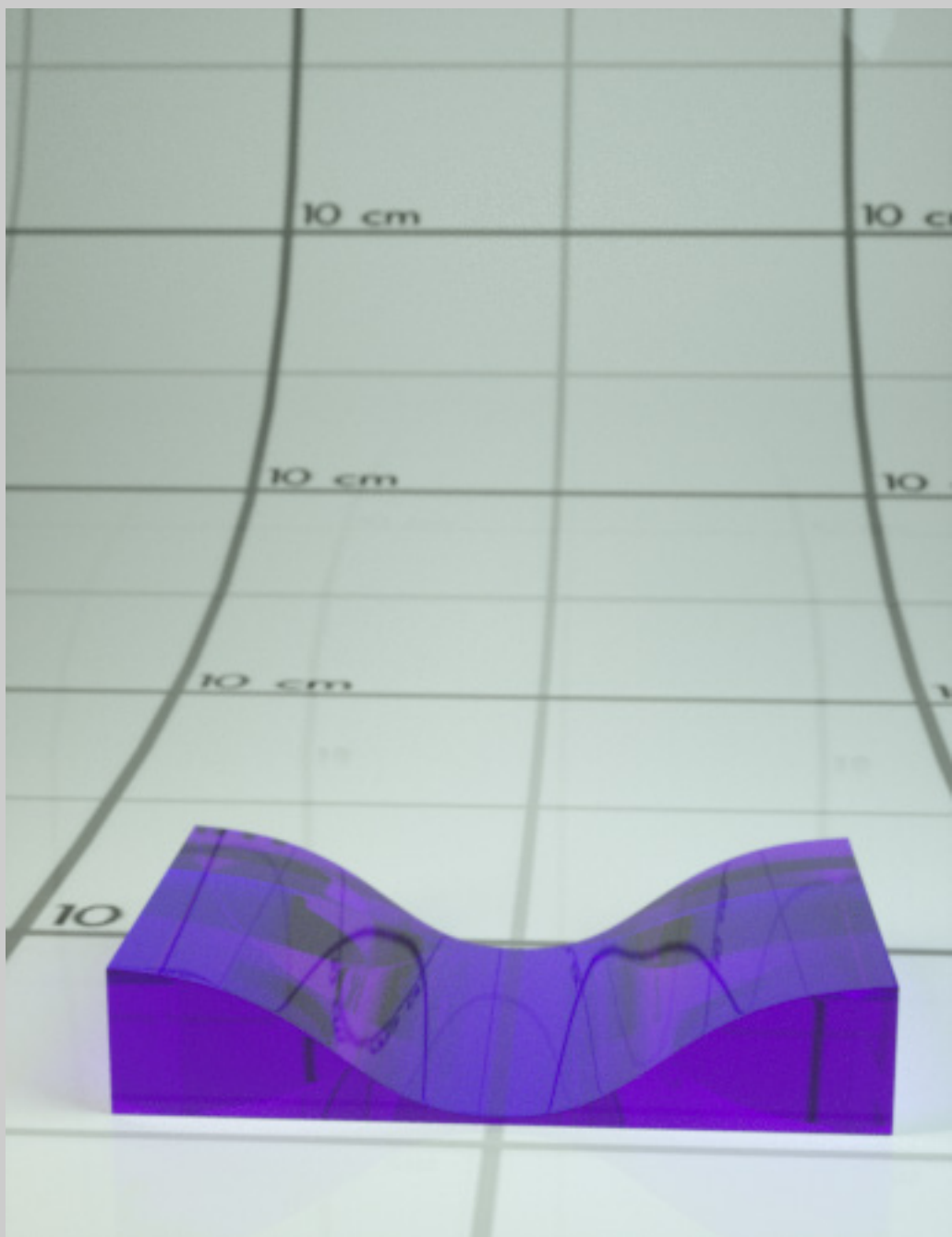



# Octane Material

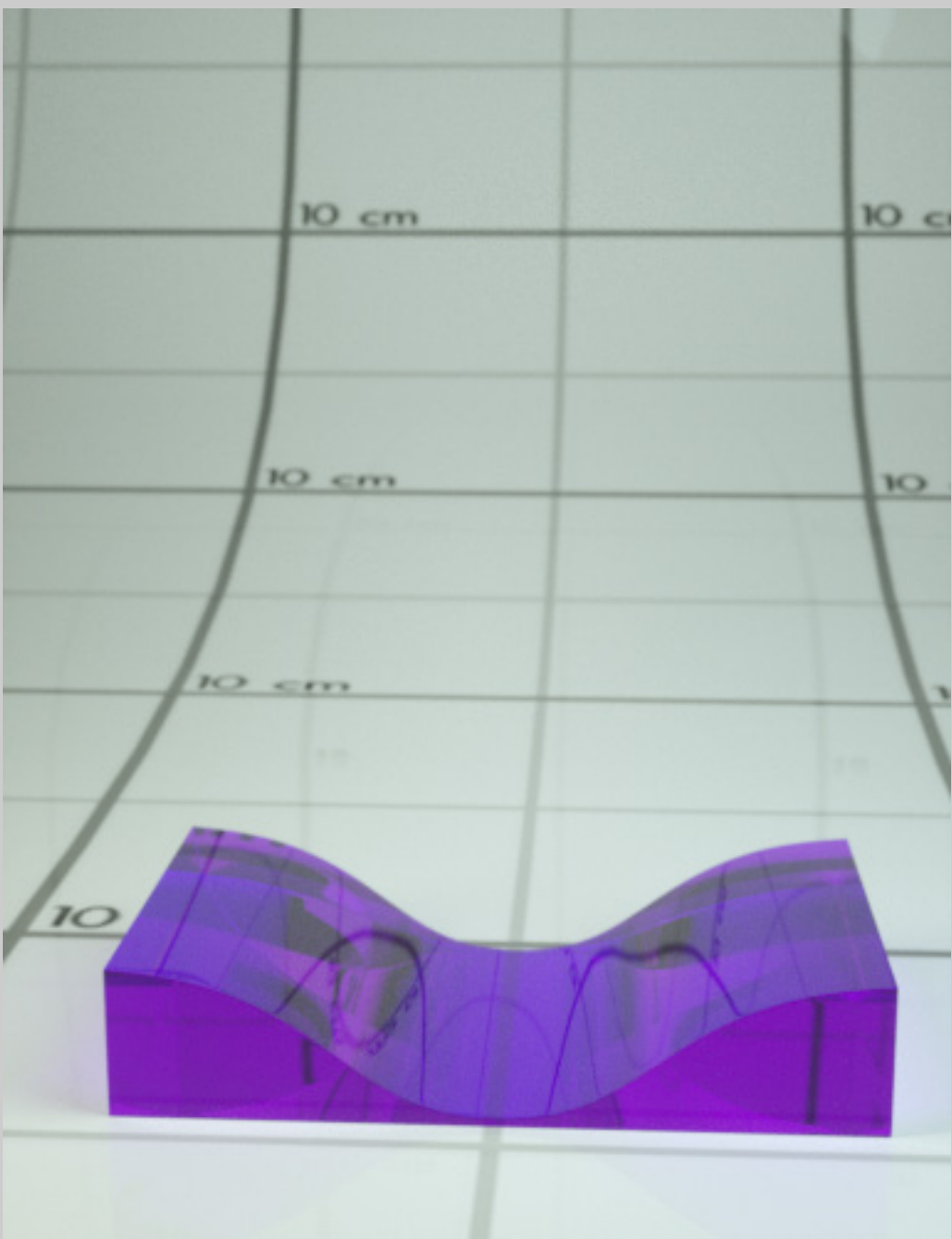
## Transmission


Diffuse, Specular

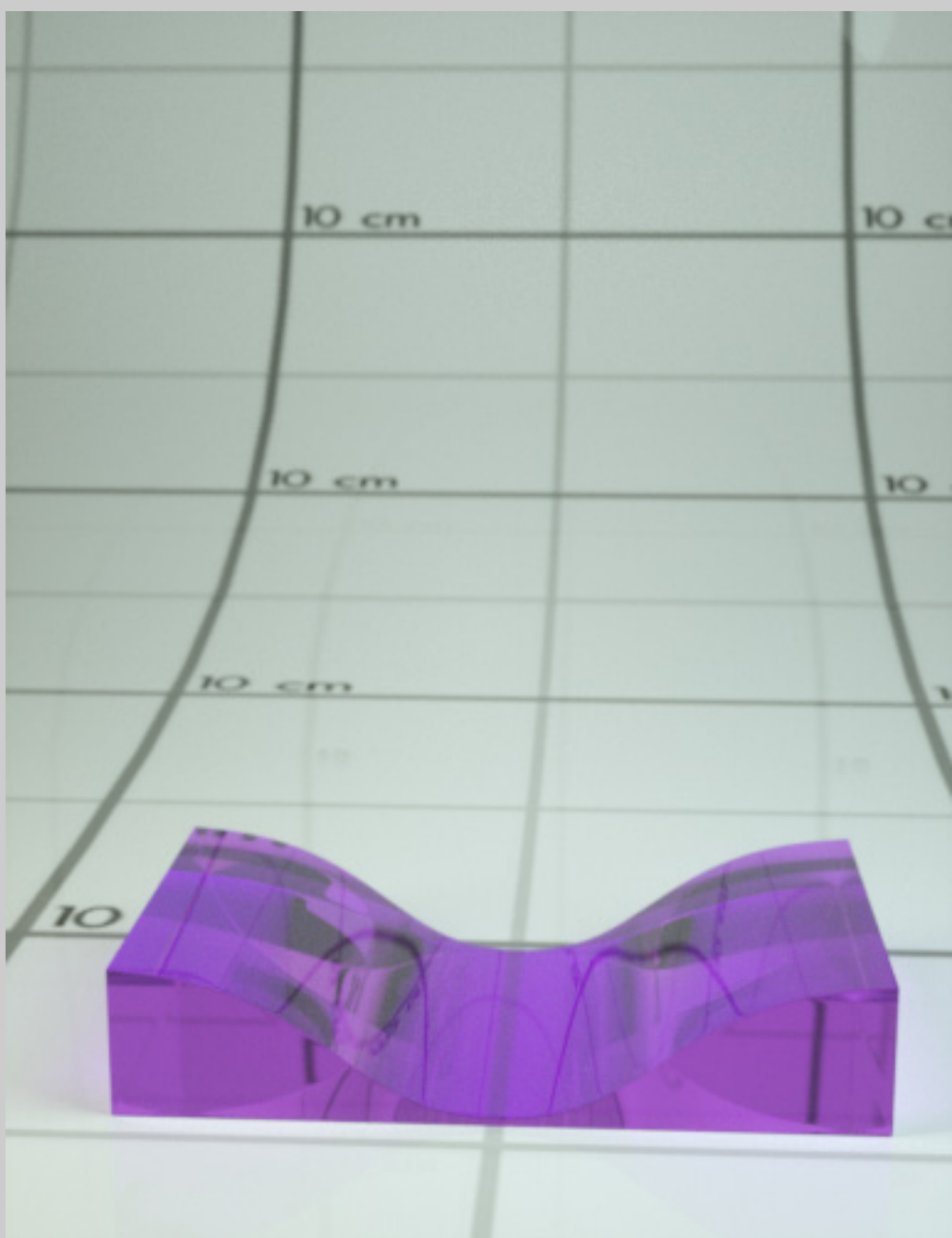
## Specular Material




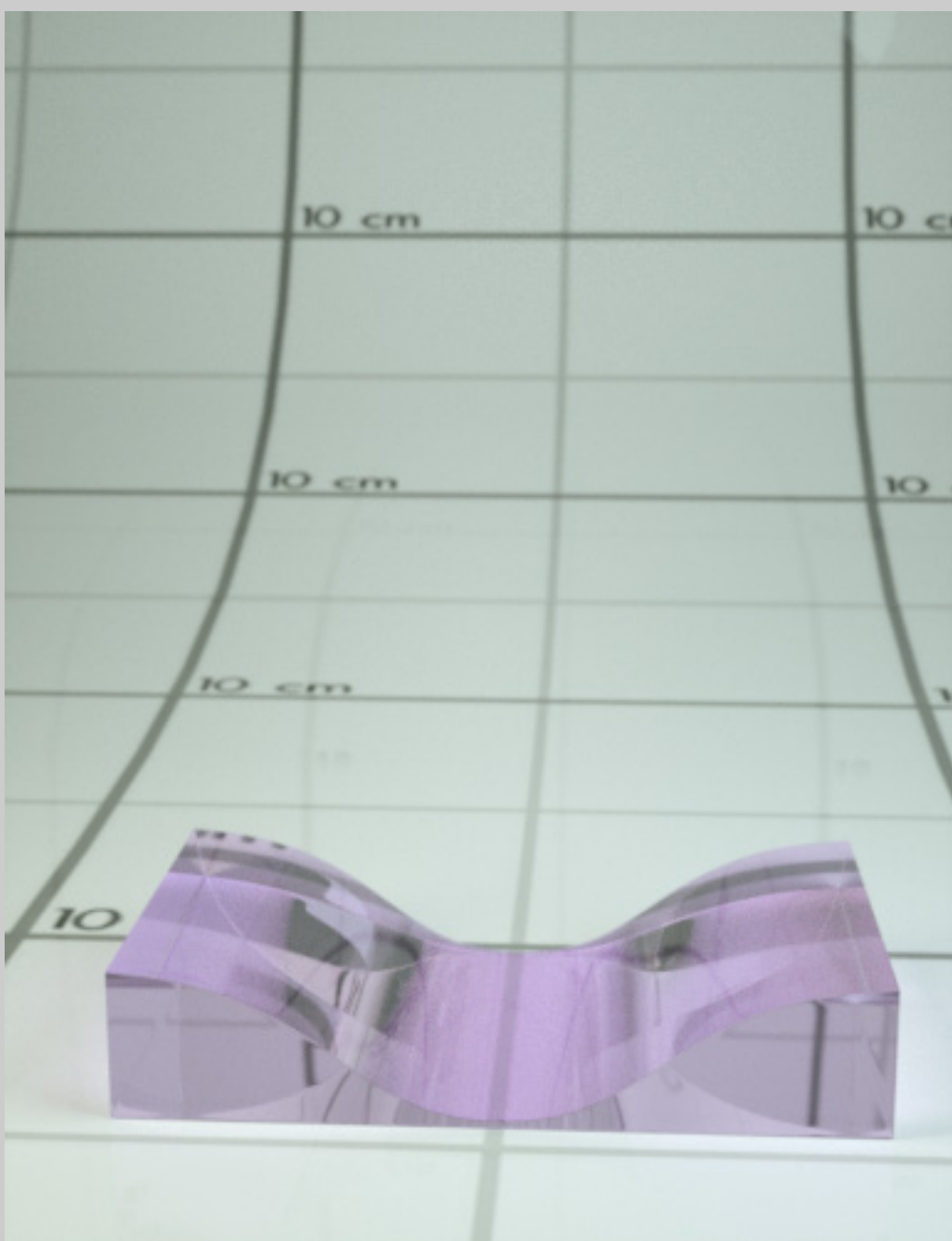
Transmission Color: 




Transmission Color: 



Transmission Color: 



Transmission Color: 

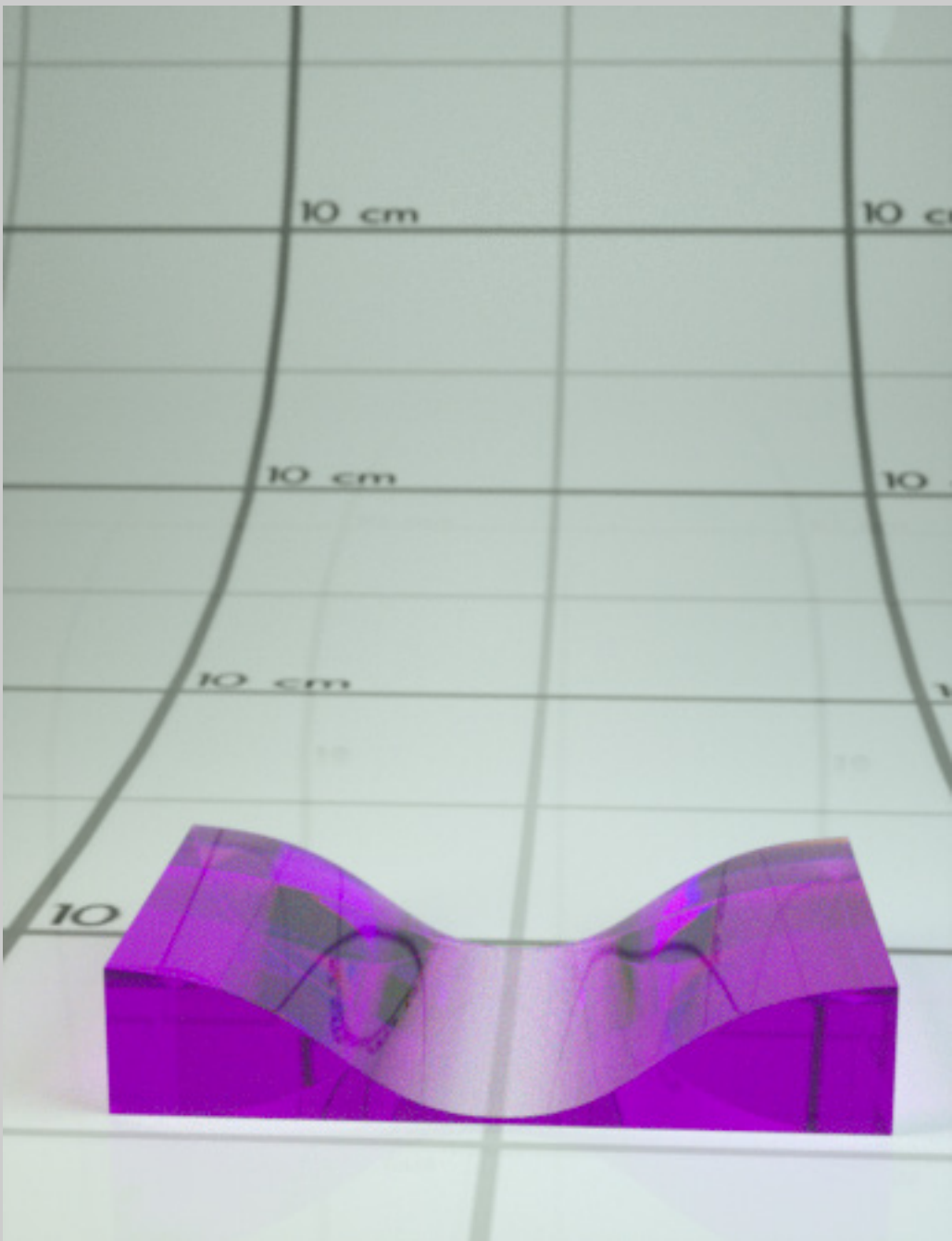


# Octane Material

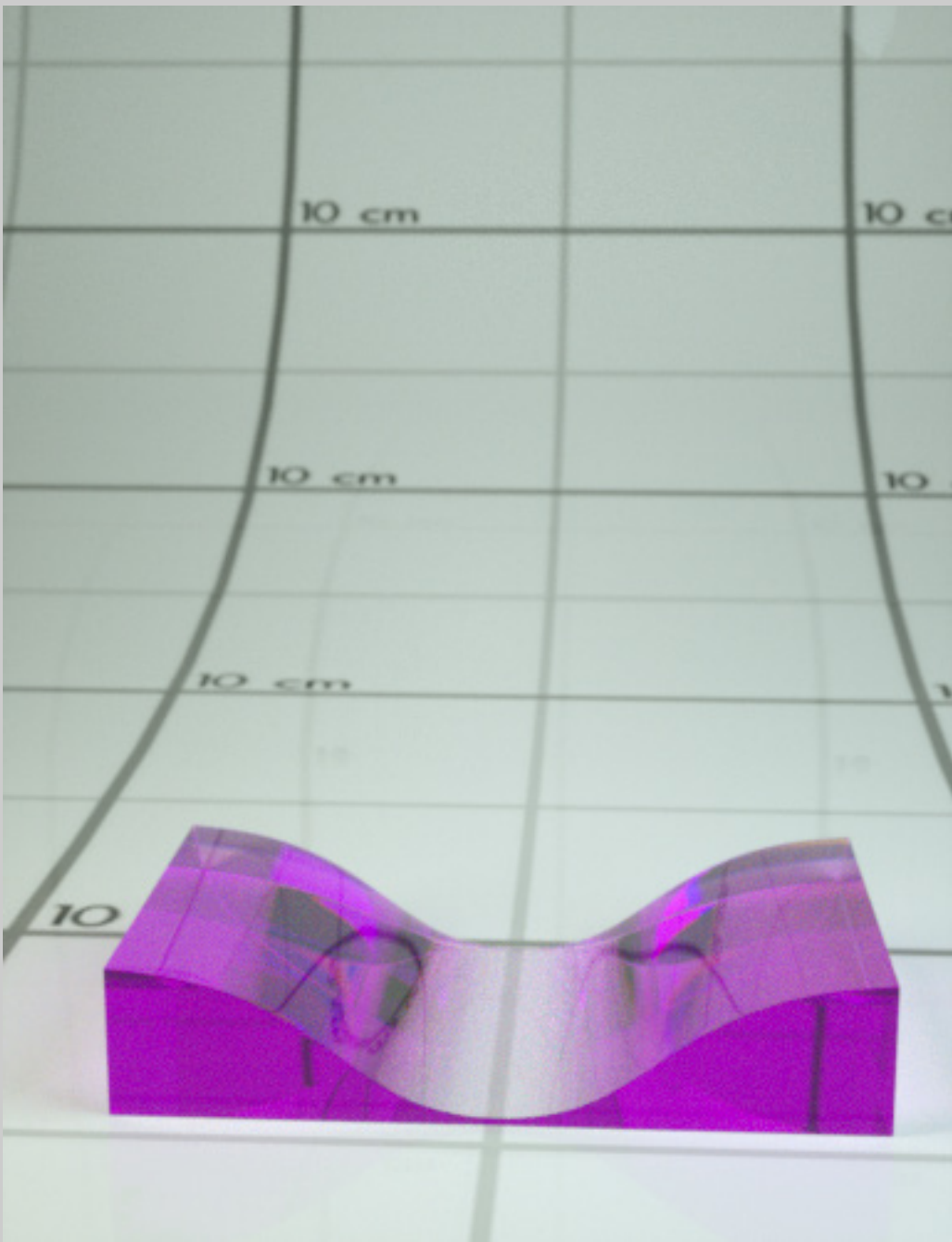
Medium

Specular

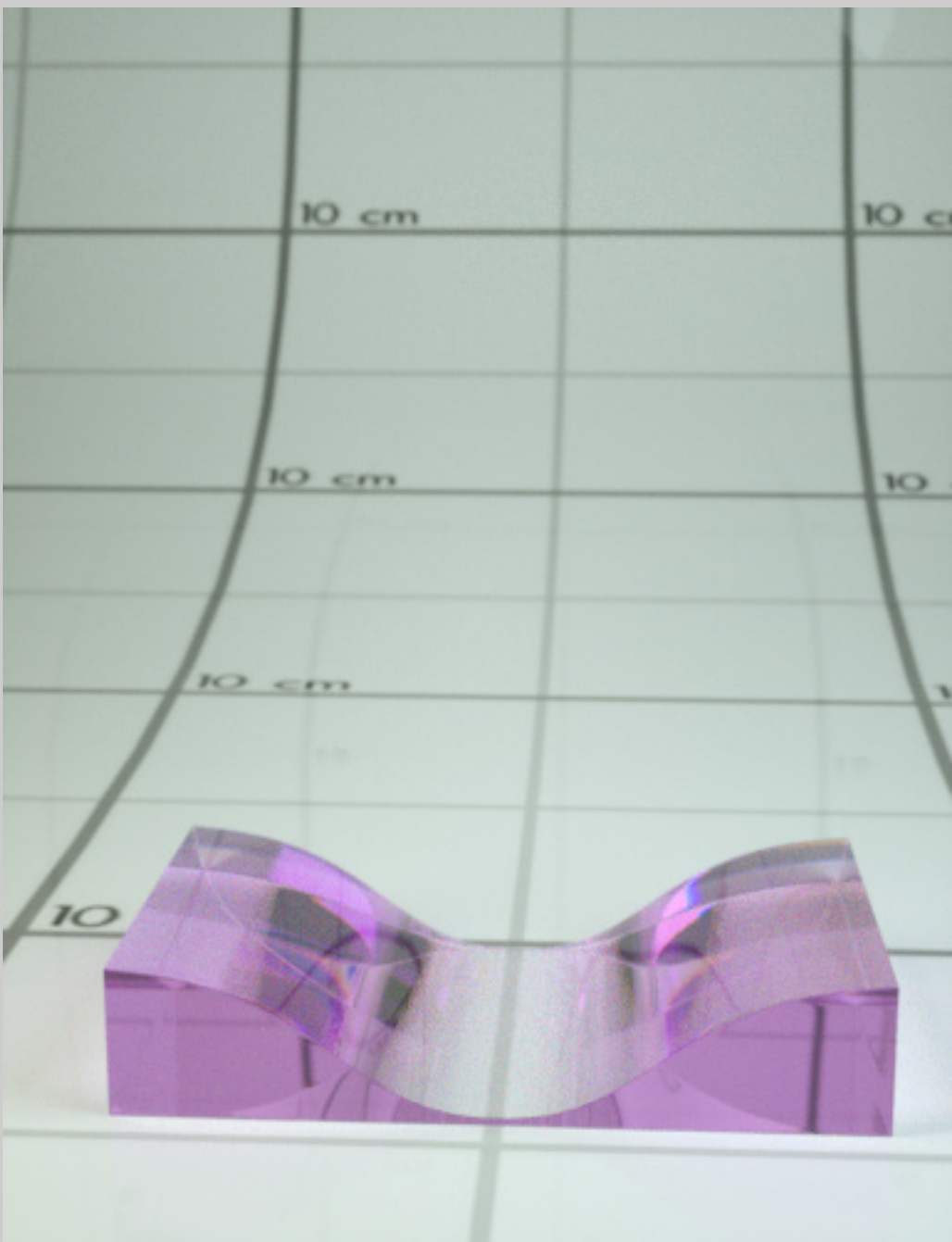
Scattering Medium



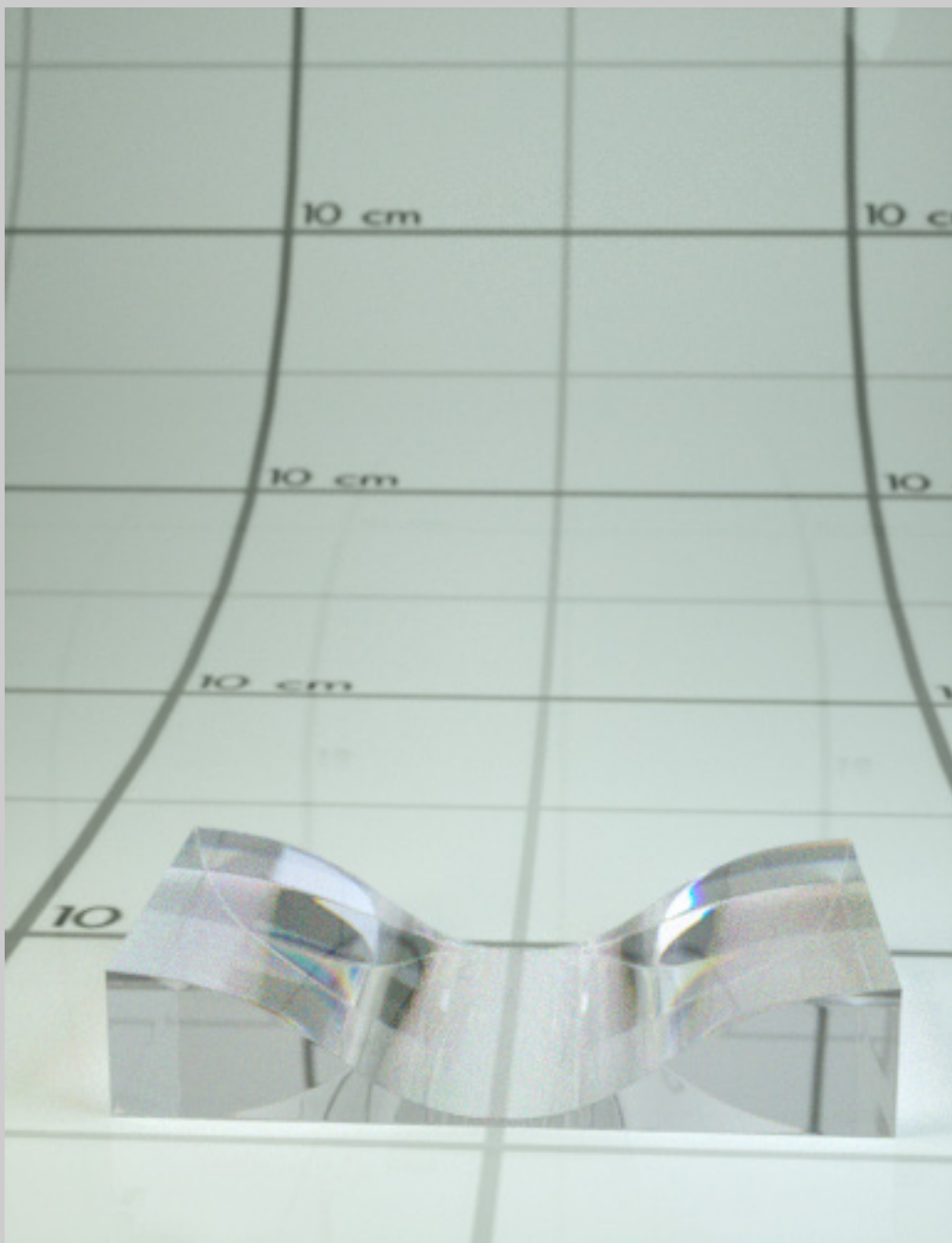
Absorption Color: ■ Scattering Color: ■  
Scale: 50



Absorption Color: ■ Scattering Color: ■  
Scale: 50



Absorption Color: ■ Scattering Color: ■  
Scale: 50



Absorption Color: ■ Scattering Color: ■  
Scale: 50

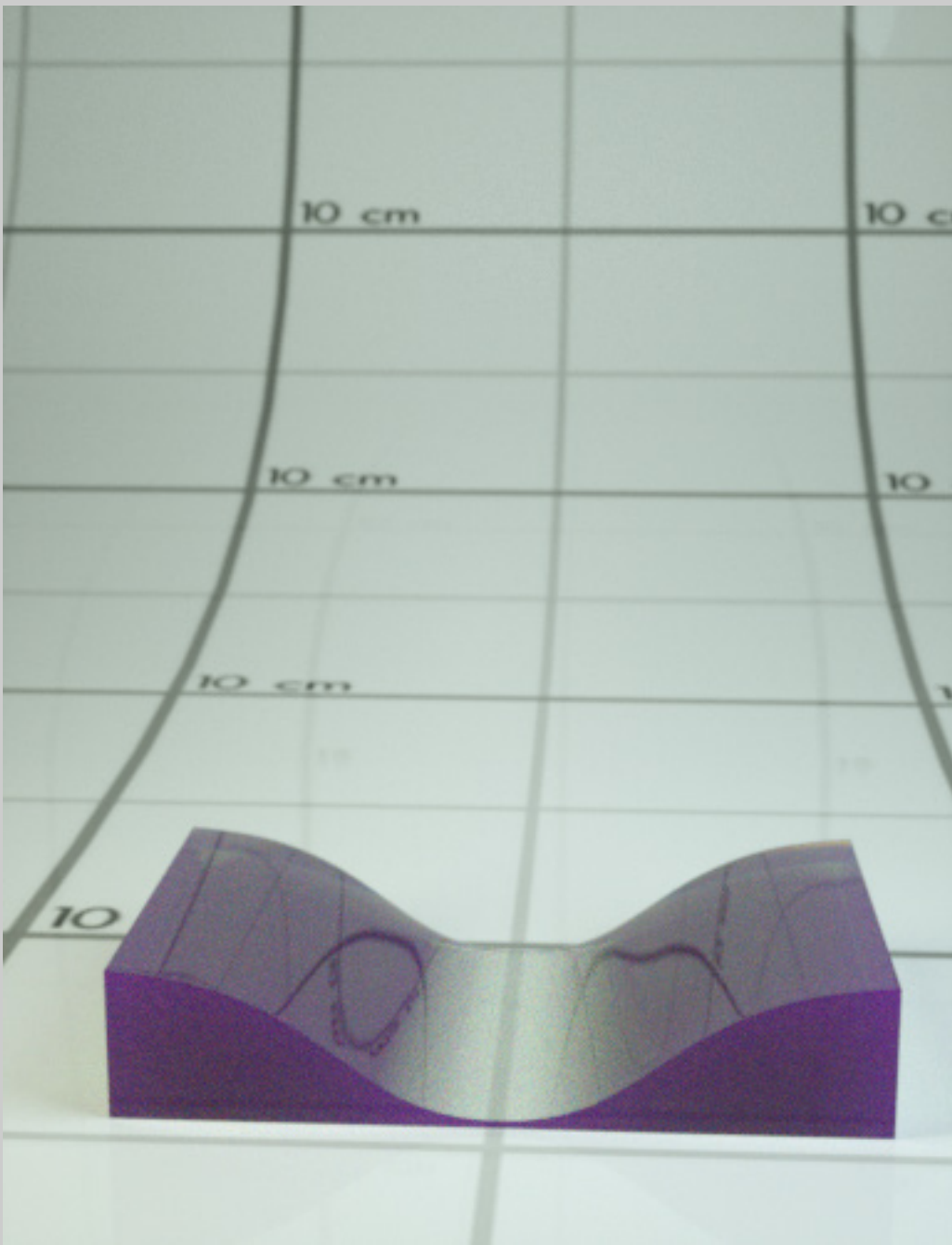


# Octane Material

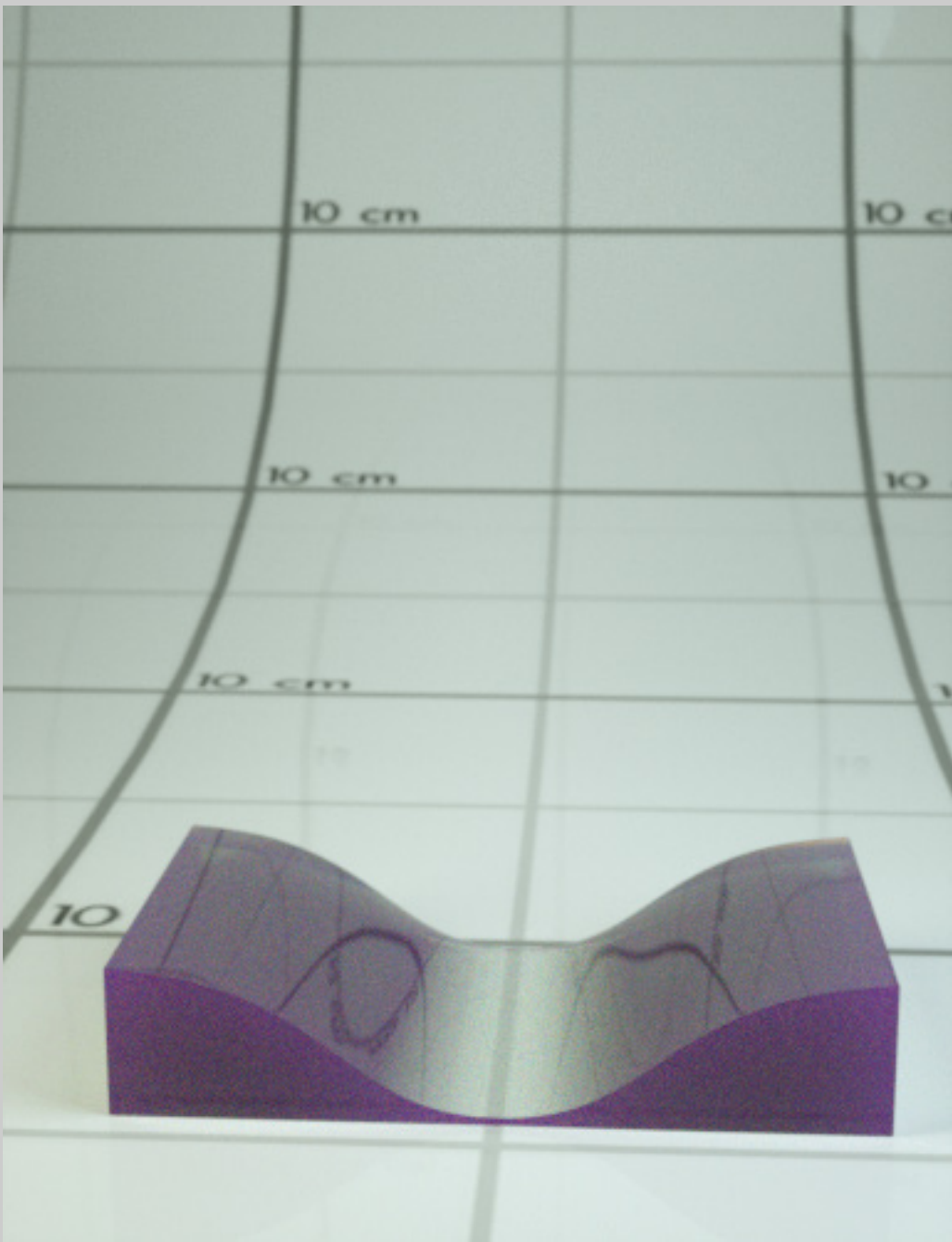
Medium

Specular

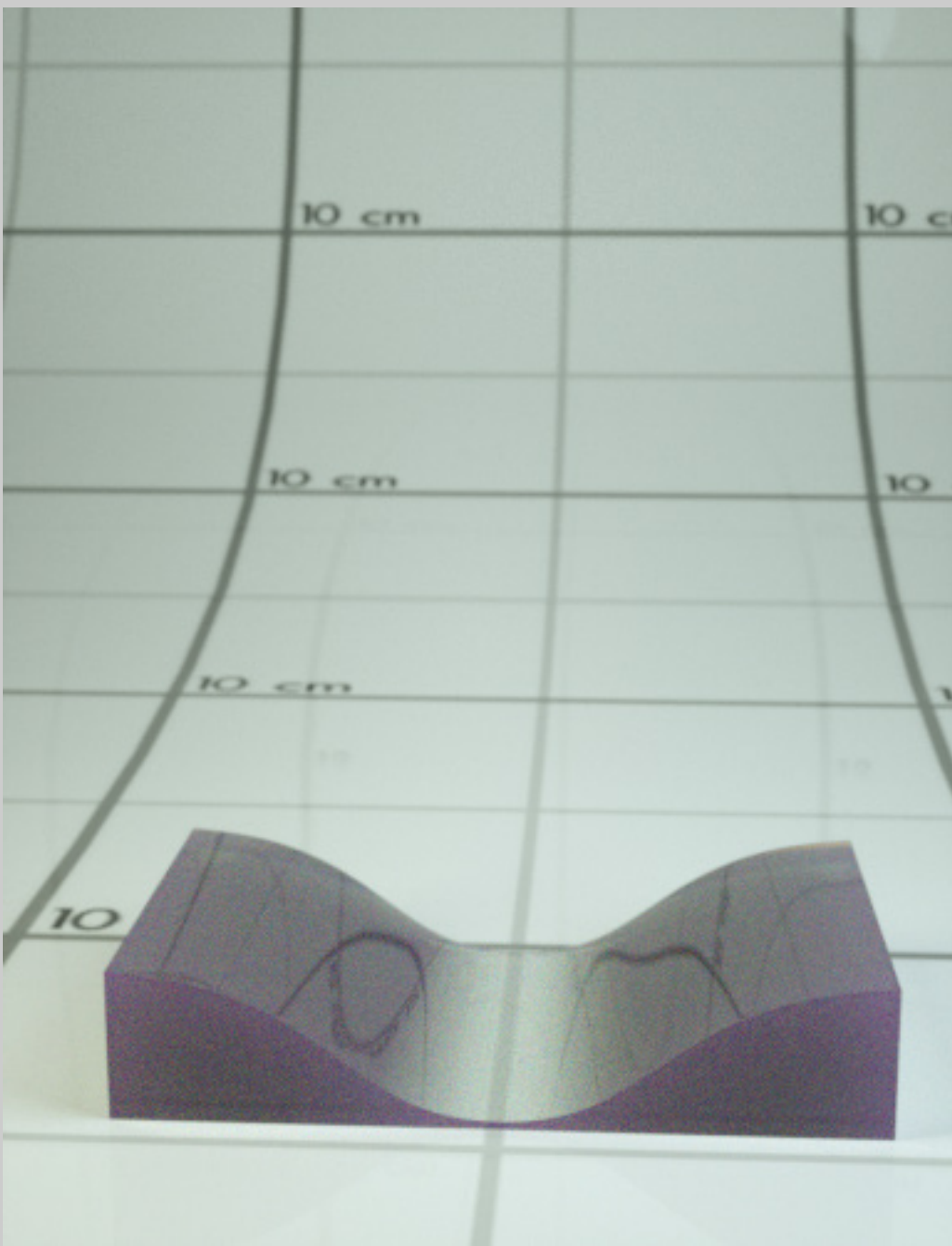
Scattering Medium



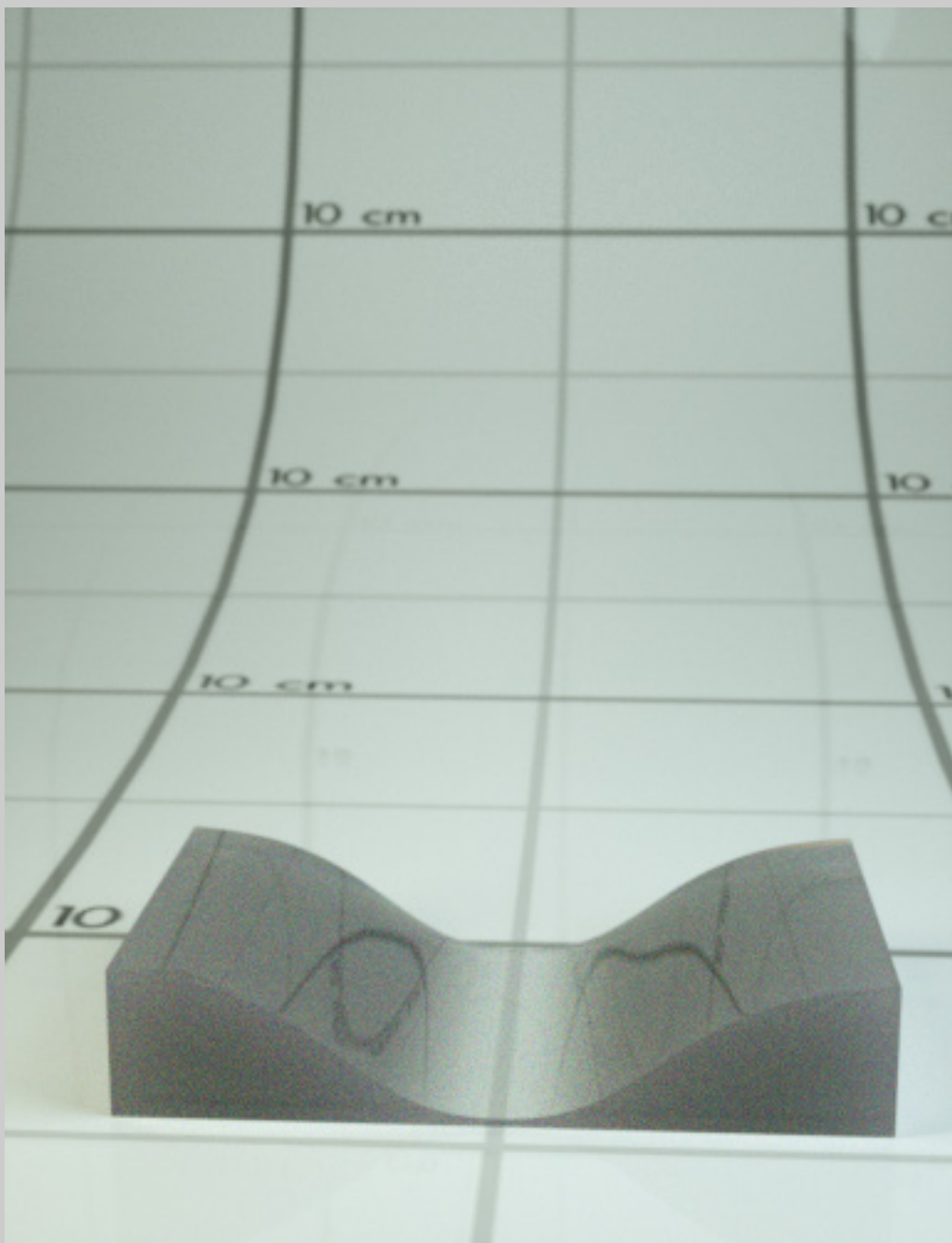
Absorption Color:  Scattering Color:   
Scale: 30



Absorption Color:  Scattering Color:   
Scale: 30



Absorption Color:  Scattering Color:   
Scale: 30



Absorption Color:  Scattering Color:   
Scale: 30

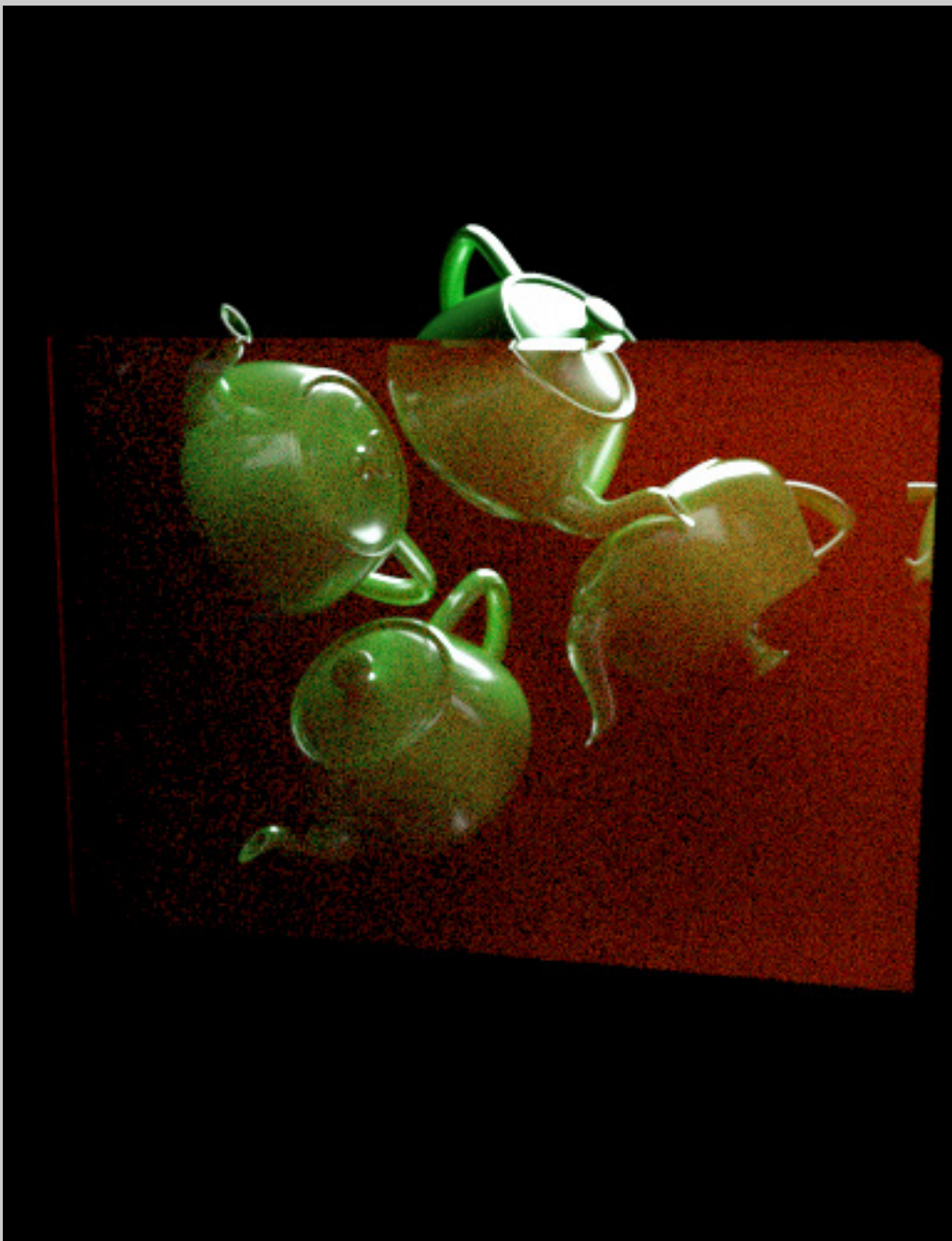


# Octane Material

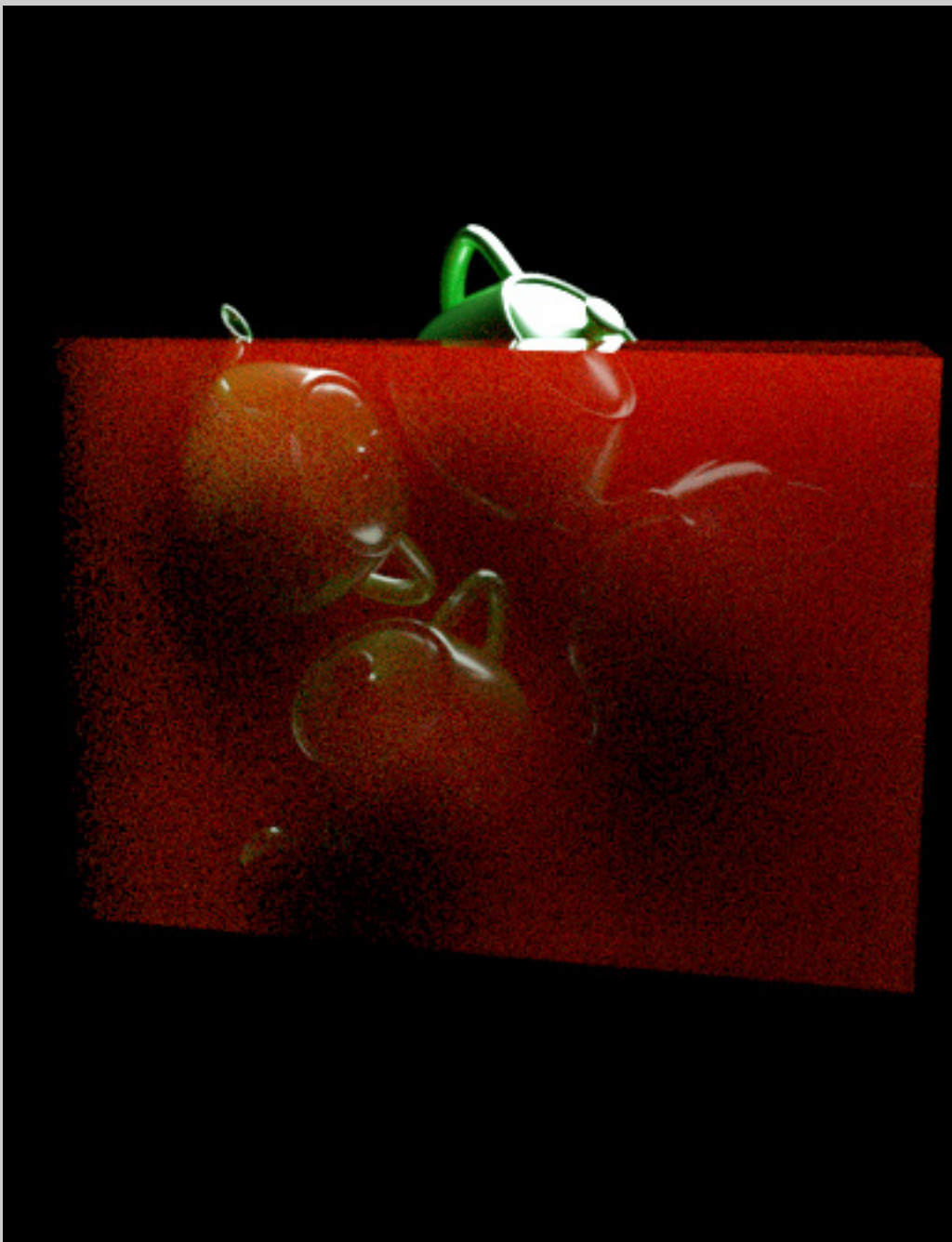
## Medium

Specular

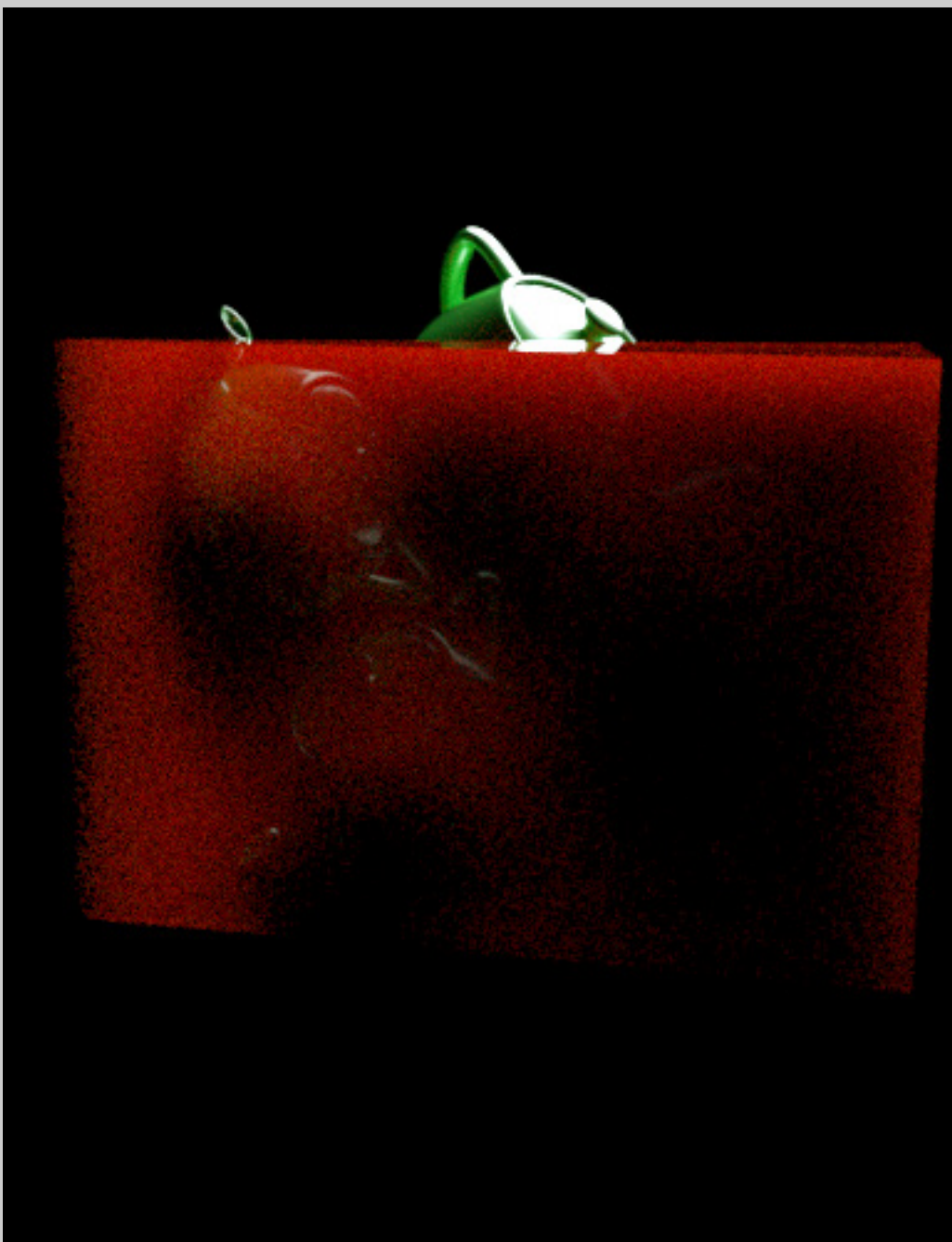
Scattering Medium Transmission Color :  Roughness : 0



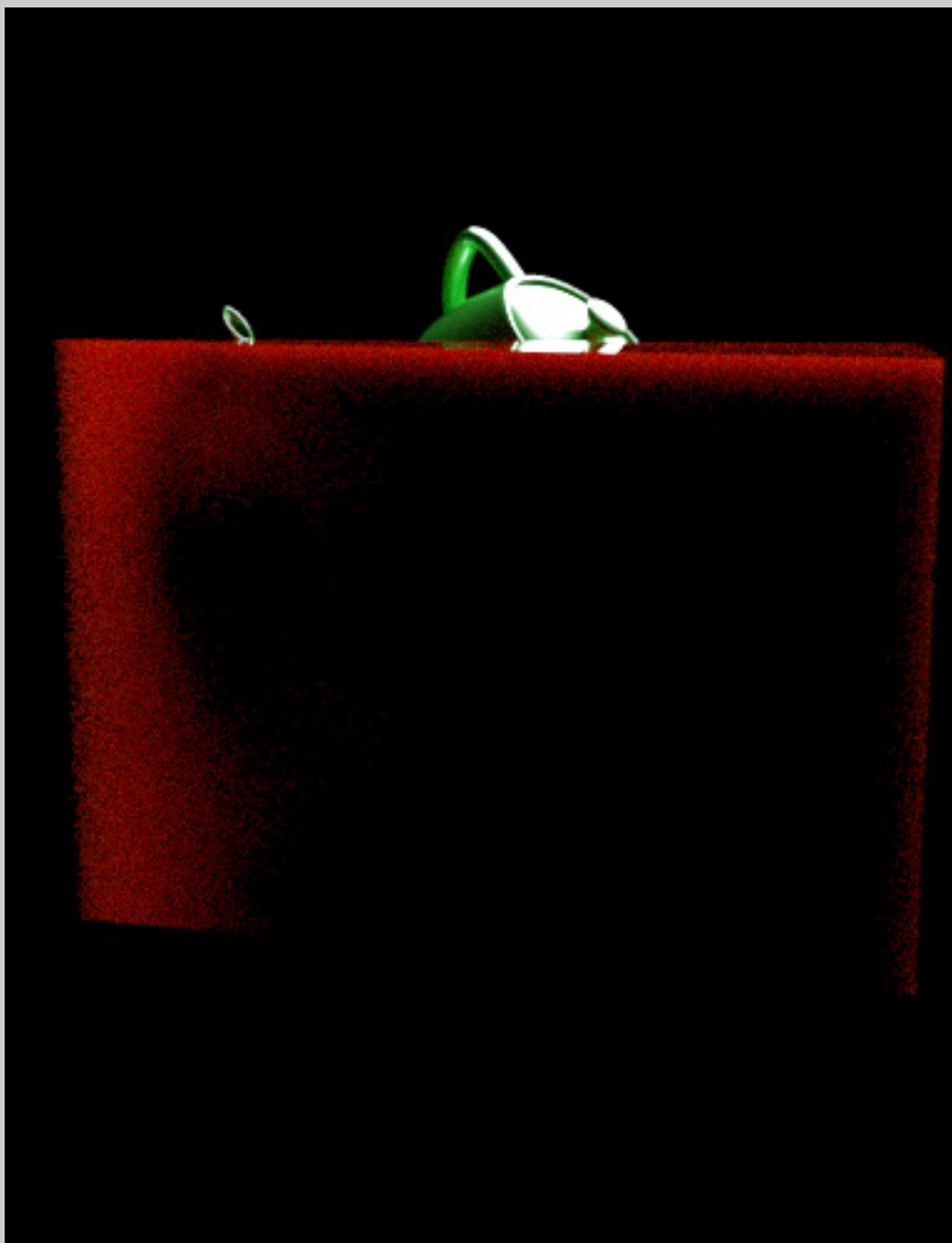
Scale: 10  
Absorption Color:  Scattering Color:



Scale: 10  
Absorption Color:  Scattering Color:



Scale: 200  
Absorption Color:  Scattering Color:



Scale: 500  
Absorption Color:  Scattering Color:

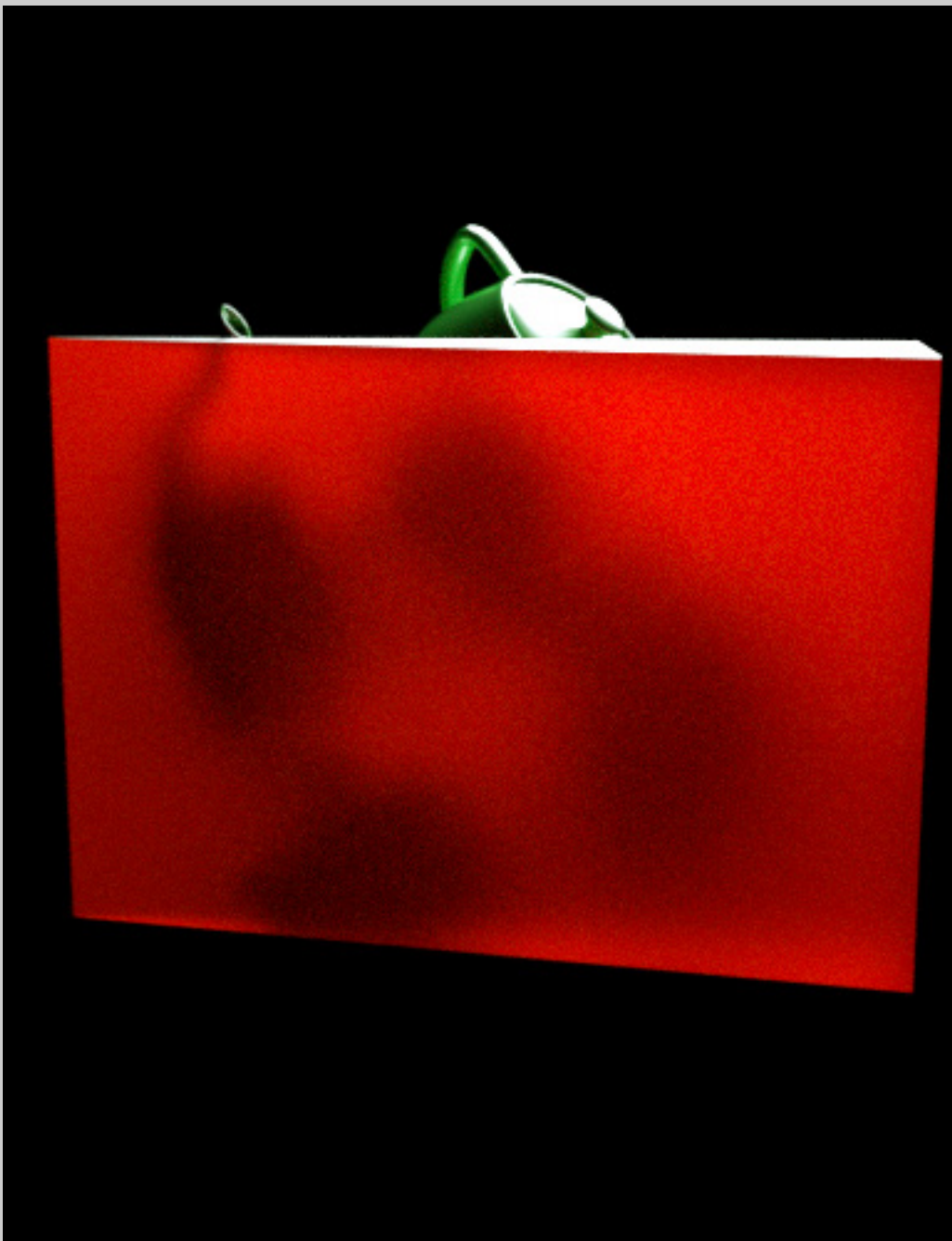


# Octane Material

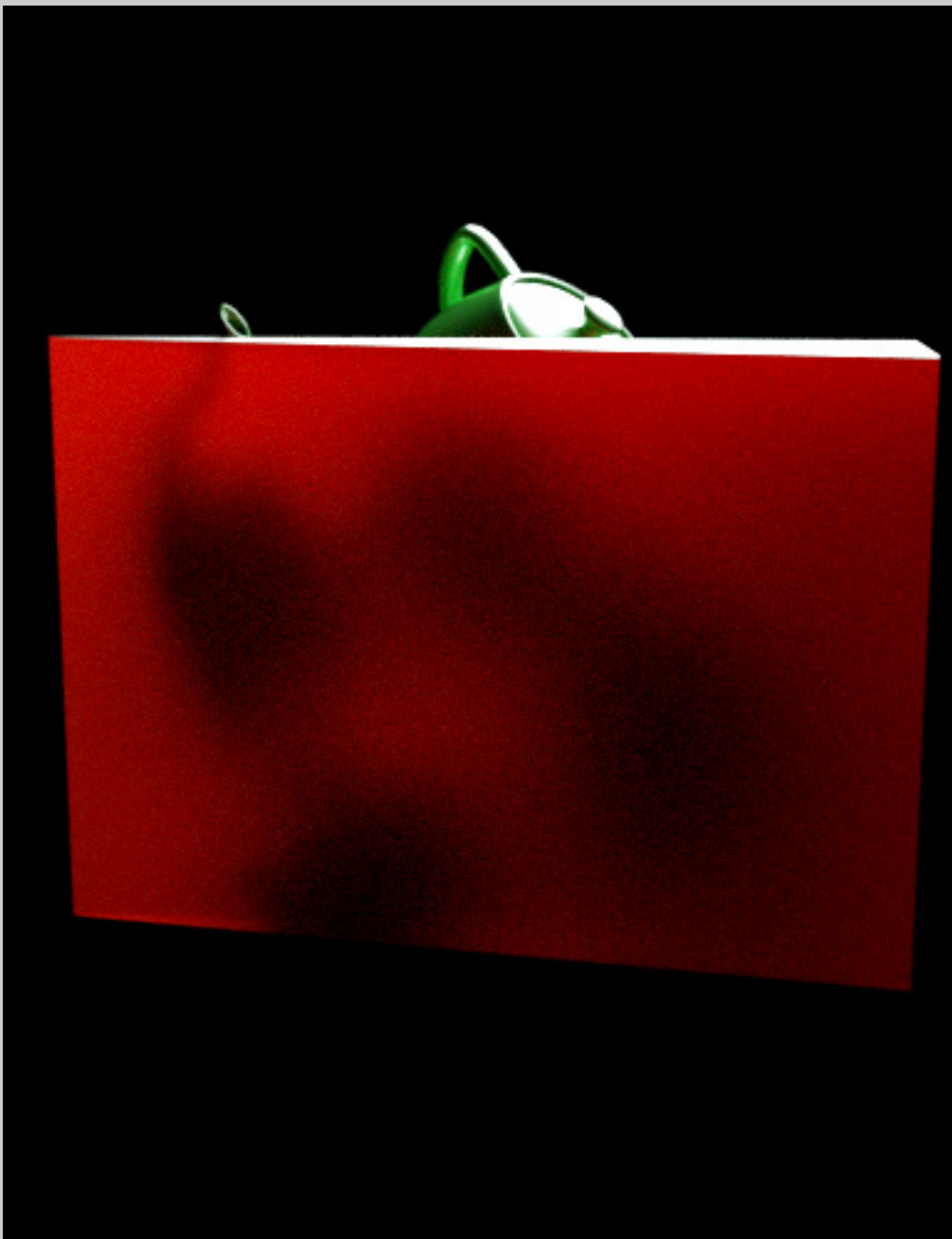
## Medium

Specular

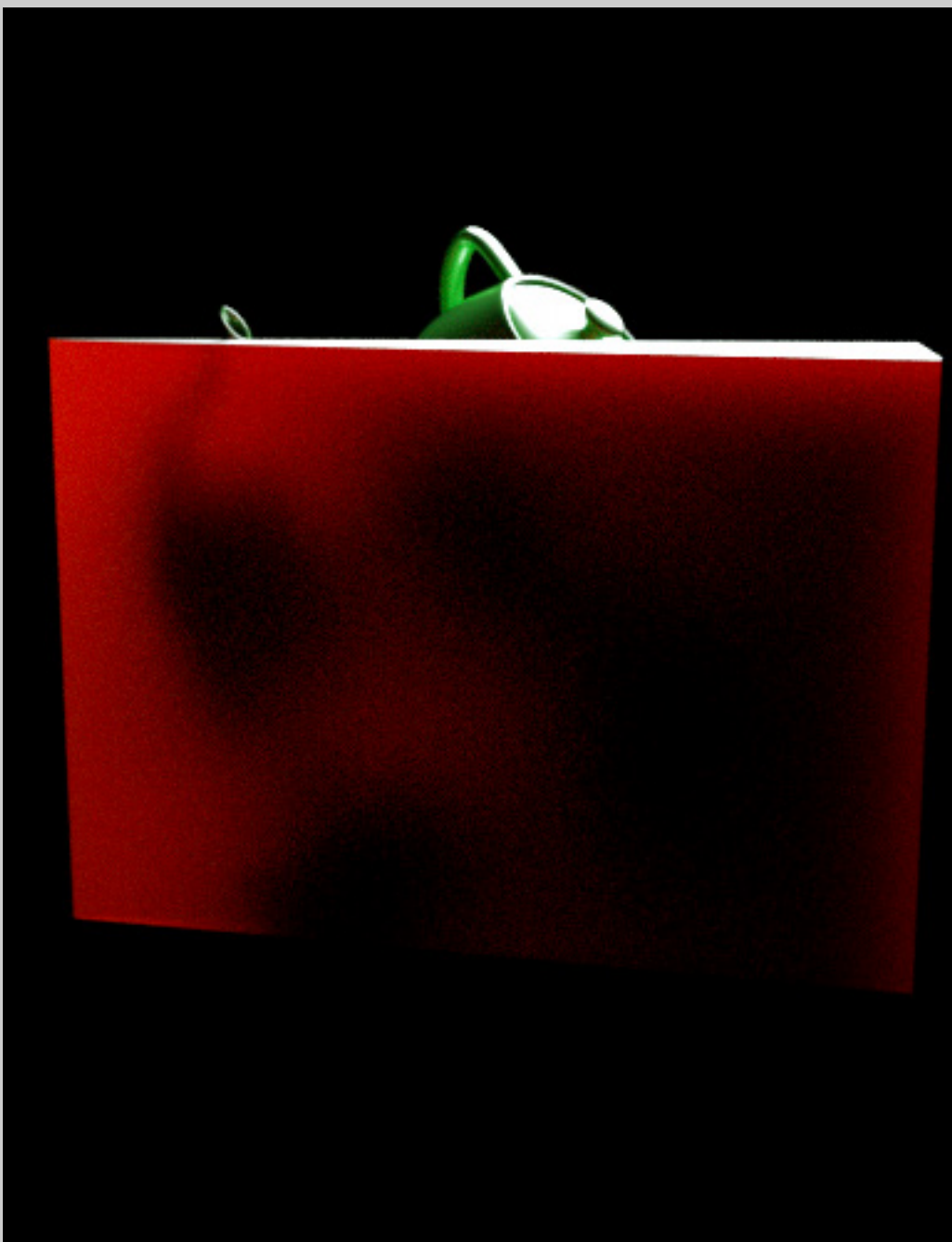
Scattering Medium Transmission Color : ■ Roughness : 0.3



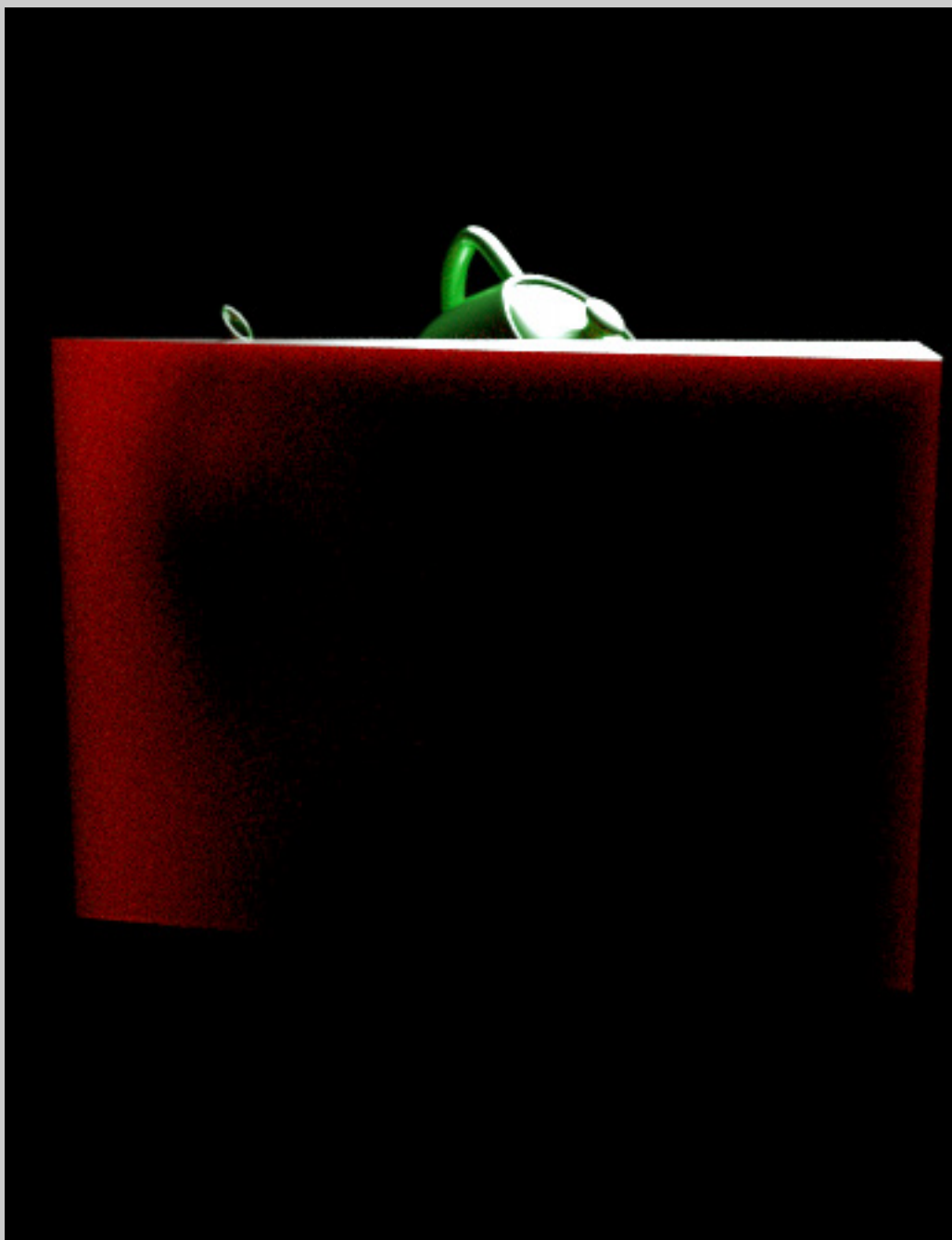
Scale: 10  
Absorption Color: ■ Scattering Color: ■



Scale: 10  
Absorption Color: ■ Scattering Color: ■



Scale: 200  
Absorption Color: ■ Scattering Color: ■



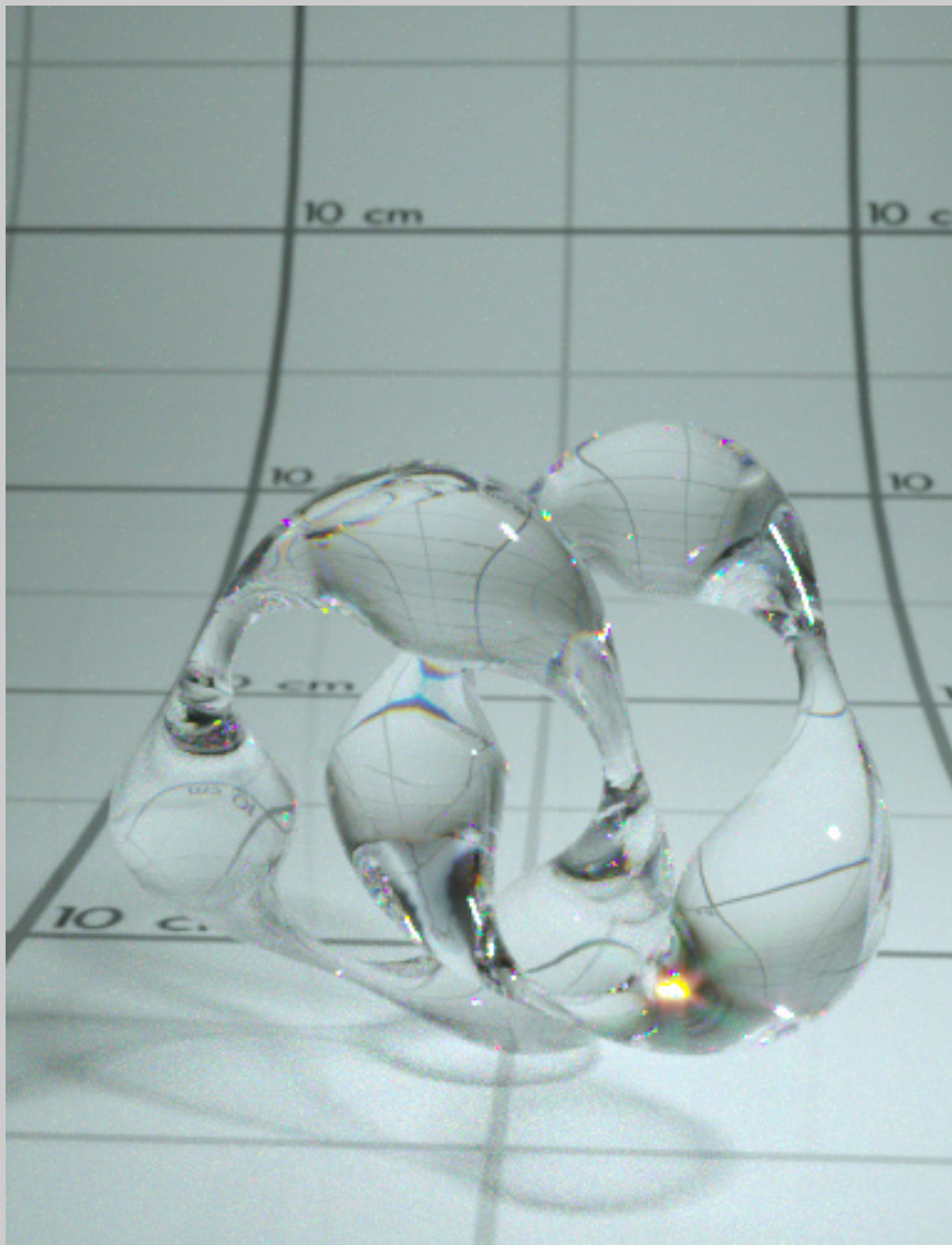
Scale: 500  
Absorption Color: ■ Scattering Color: ■



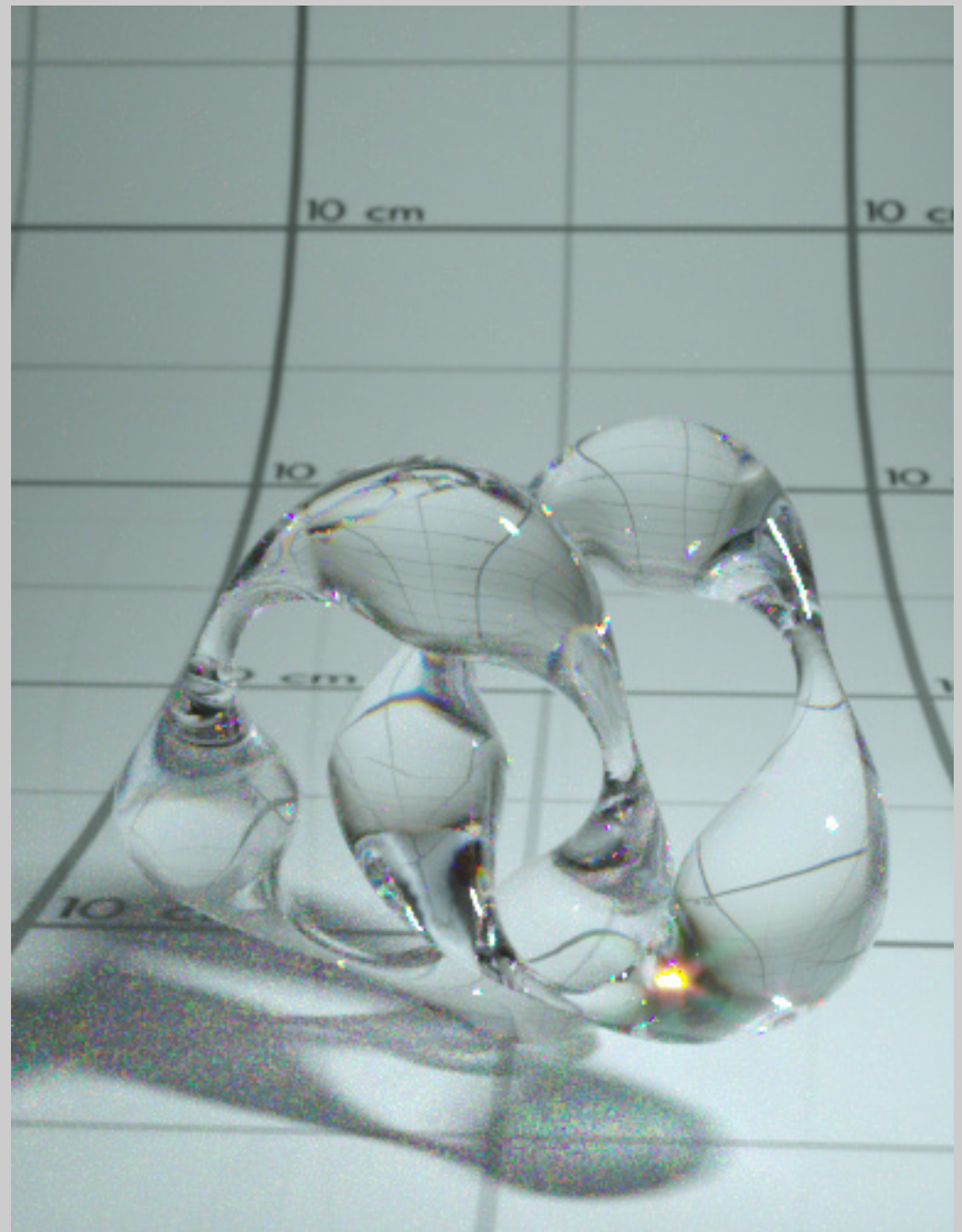
# Octane Material

## Fake Shadows

Specular



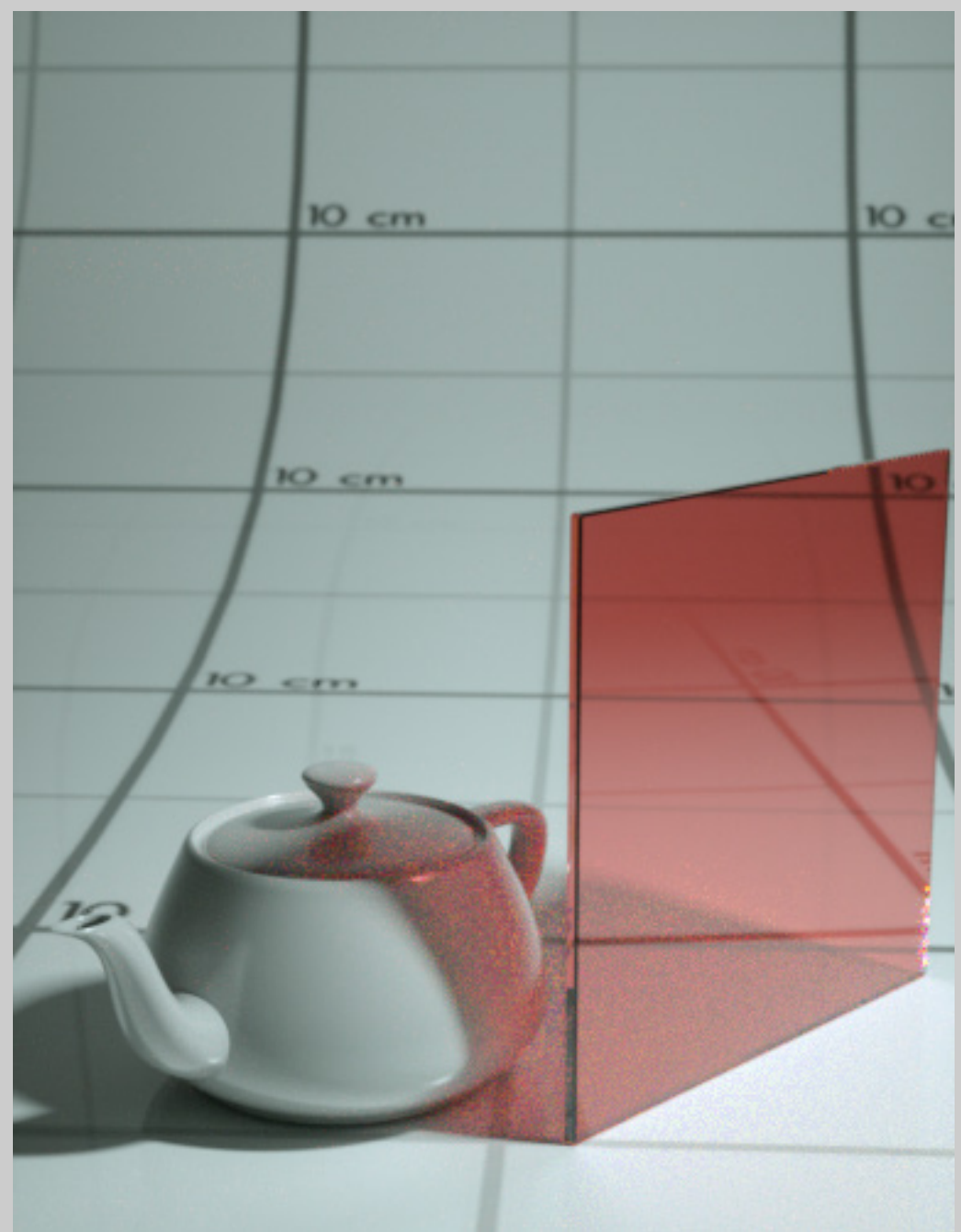
Fake Shadows: On



Fake Shadows: Off



Fake Shadows: On



Fake Shadows: Off