

Devices

Render priority **PRIORITY\_LOW**

Available gpus

Gpu0:GeForce GTX 980 Ti  Use priority  Use for tonemap

C4D shaders

Enable

Render size 4096x4096

Float texture for standart slots (Consumes 4x memory)

Float texture for displacement (Consumes 4x memory)

Note: Multi-cores can cause crashes, use at your own risk.

Cpu cores 1

# Octane Settings

press CTRL+LMB to fold, ALT+LMB to maximize in the row/column

Kernels | CameraImager | Post | **Settings**

Devices | Account | C4D shaders | **Other** | Env. | Out-of-core | Nodes

Preview Samples

Preview Size

Opengl Samples

Texture Power

Xbitmap Gamma

Autobackup

Backup time(sec.)

LV refresh time(ms.)

Performance timer(ms.)

Overlay Power

Render Stats

Gpu Stats

Texture Stats

Keep Stats

MultiCore

Show Cuda Errors

Color gui type

Slider type

Use Viewport Solo

Shared mesh for render instances

Alpha for Opengl previews

Use Octane for Opengl previews

Synchronization on geo. updates

Allow to send renderstats to Otoy

Experimental

Octane application

LocalDB

Log Output

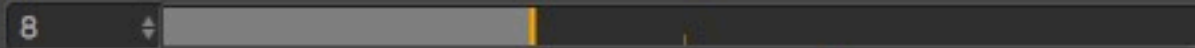
# Octane Settings

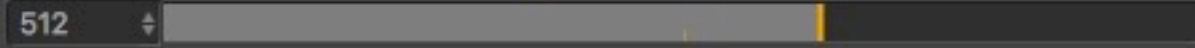
press CTRL+LMB to fold, ALT+LMB to maximize in the row/column

Kernels | Camera/mager | Post | **Settings**

Devices | Account | C4D shaders | Other | Env. | **Out-of-core** | Nodes

Enable out of core textures

RAM usage limit [Gb]      8      

GPU head room [Mb]      512      

# Octane Settings

Settings Presets Help

Kernels CameraImager Post **Settings**

Devices Account C4D shaders Other Env. Out-of-core **Nodes**

- Auto Load Materials
- Update Previews on drag
- Node Previews
- Side Menu
- Auto Hide Menu

Button Size

Button Font Size

Grid visibility

Reset colors

Background

Node Text Color

Button Text Color

Materials

Trans/Proj.

Mappings

Mediums

C4D Textures

Debugging

Node Fill Color

Button Fill Color

Textures

Generators

Emissions

Displacements

Others

## Pathtracing

|                                                   |      |  |
|---------------------------------------------------|------|--|
| Max. samples                                      | 4096 |  |
| Diffuse depth                                     | 12   |  |
| Specular depth                                    | 2    |  |
| Ray epsilon                                       | 0    |  |
| Filter size                                       | 1.2  |  |
| <input checked="" type="checkbox"/> Alpha shadows |      |  |
| Caustic blur                                      | 0.3  |  |
| GI clamp                                          | 225  |  |

 Alpha channel Keep environment

|                                       |     |  |
|---------------------------------------|-----|--|
| Path term. power                      | 0.4 |  |
| Coherent ratio                        | 0   |  |
| <input type="checkbox"/> Static noise |     |  |
| Parallel samples                      | 8   |  |
| Max tile samples                      | 16  |  |

 Minimize net traffic

## OctaneRender network preferences

### – Network settings

Enable network rendering

Daemon network port: 48000

Daemon scan subnet: 192.168.168.0/24 (192.168.168.224)

Automatically choose master network port

Master network port: 1025

### – Active network daemons

| Enabled                             | IP Address  | Name            | # Devices | Status           | Master |
|-------------------------------------|-------------|-----------------|-----------|------------------|--------|
| <input checked="" type="checkbox"/> | 192.168.... | Brads-Mac-Pro-2 | 1 GPU     | slave is running |        |
| <input checked="" type="checkbox"/> | 192.168.... | OCTANESLAVE1    | 3 GPUs    | slave is running |        |

Bind all

Release all

Close