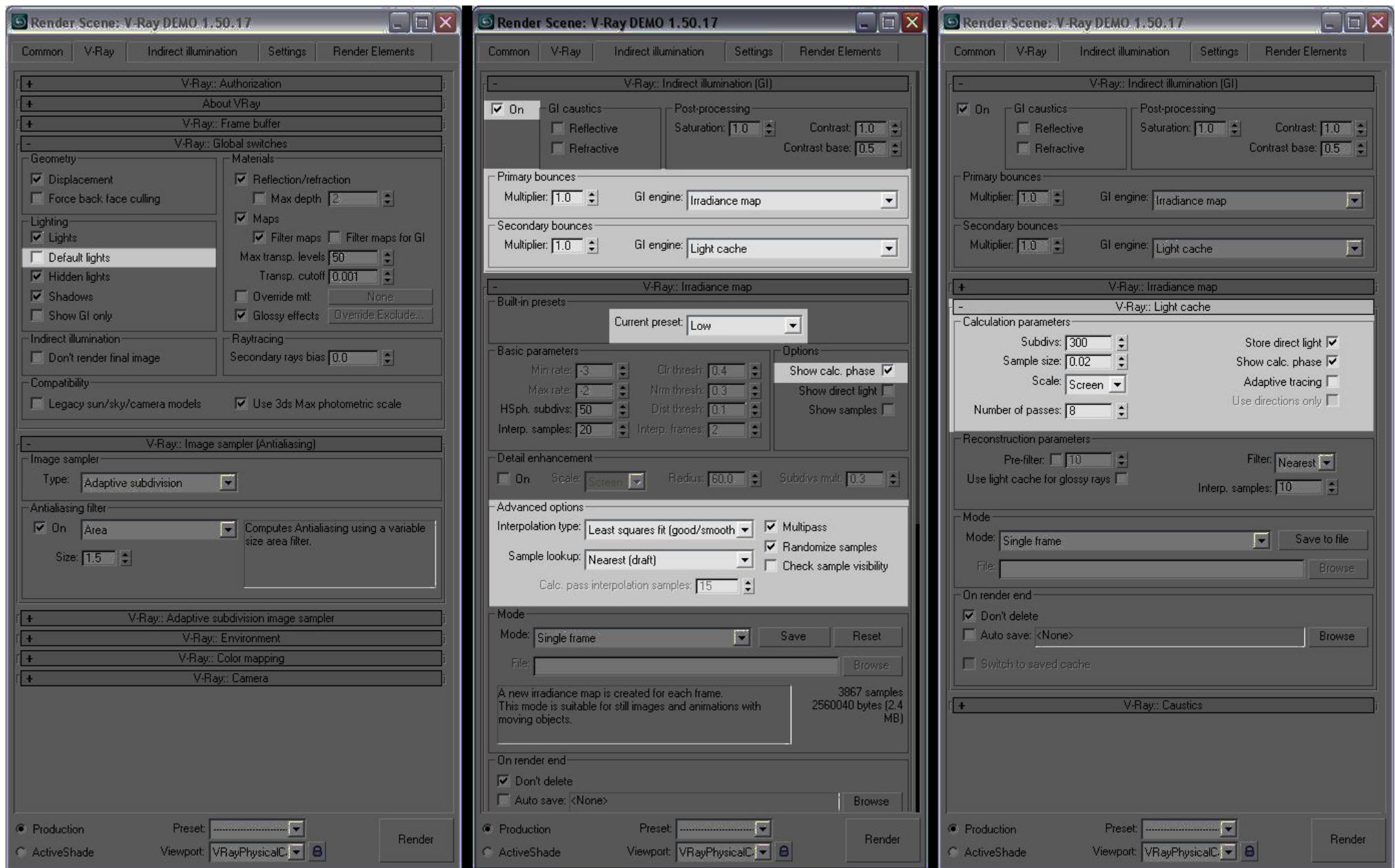


V-ray settings - low



V-ray settings - medium

The image displays three side-by-side windows of the V-Ray DEMO 1.50.17 Render Scene interface, illustrating the 'Medium' preset settings.

Global switches (Left Window):

- Geometry:** Displacement, Force back face culling.
- Lighting:** Lights, Default lights (unchecked), Hidden lights, Shadows, Show GI only.
- Indirect illumination:** Don't render final image.
- Raytracing:** Secondary rays bias 0.0.
- Compatibility:** Legacy sun/sky/camera models, Use 3ds Max photometric scale.
- Image sampler (Antialiasing):** Type: Adaptive subdivision, On: Area, Size: 1.5.
- Advanced settings:** V-Ray: Authorization, About VRay, V-Ray: Frame buffer, V-Ray: Global switches, V-Ray: Image sampler (Antialiasing), V-Ray: Adaptive subdivision image sampler, V-Ray: Environment, V-Ray: Color mapping, V-Ray: Camera.

Indirect illumination (GI) (Middle Window):

- GI caustics:** On, Reflective, Refractive.
- Post-processing:** Saturation: 1.0, Contrast: 1.0, Contrast base: 0.5.
- Primary bounces:** Multiplier: 1.0, GI engine: Irradiance map.
- Secondary bounces:** Multiplier: 1.0, GI engine: Light cache.
- V-Ray: Irradiance map:** Current preset: Medium, Basic parameters, Options (Show calc. phase checked), Detail enhancement, Advanced options (Interpolation type: Least squares fit (good/smooth), Multipass, Sample lookup: Overlapping (very good/fast), Calc. pass interpolation samples: 15).
- On render end:** Don't delete, Auto save: <None>, Switch to saved cache.

Irradiance map/light cache (Right Window):

- GI caustics:** On, Reflective, Refractive.
- Post-processing:** Saturation: 1.0, Contrast: 1.0, Contrast base: 0.5.
- Primary bounces:** Multiplier: 1.0, GI engine: Irradiance map.
- Secondary bounces:** Multiplier: 1.0, GI engine: Light cache.
- V-Ray: Irradiance map:** Calculation parameters (Subdivs: 600, Sample size: 0.02, Scale: Screen, Number of passes: 8), Reconstruction parameters (Pre-filter: 10, Filter: Nearest, Use light cache for glossy rays, Interp. samples: 10).
- V-Ray: Light cache:** Calculation parameters (Subdivs: 600, Sample size: 0.02, Scale: Screen, Number of passes: 8), Reconstruction parameters (Pre-filter: 10, Filter: Nearest, Use light cache for glossy rays, Interp. samples: 10).
- Mode:** Mode: Single frame, File: (Browse), Save to file.
- On render end:** Don't delete, Auto save: <None>, Switch to saved cache.
- V-Ray: Caustics:** (Empty panel)

V-ray settings - high

The image displays three panels of the V-Ray render settings interface, specifically for the "V-Ray DEMO 1.50.17" scene.

Global switches (Left Panel):

- Materials:** Includes options for Displacement, Reflection/refraction (Max depth: 2), Maps (Filter maps, Max transp. levels: 50, Transp. cutoff: 0.001), and Glossy effects.
- Lighting:** Includes Options for Lights, Default lights, Hidden lights, Shadows, and Show GI only.
- Indirect illumination:** Includes Options for Don't render final image and Use 3ds Max photometric scale.
- Image sampler (Antialiasing):** Set to Adaptive subdivision. Includes options for On (Area, Size: 1.5), Antialiasing filter, and Detail enhancement.
- Advanced settings:** Includes V-Ray: Authorization, About VRay, V-Ray: Frame buffer, and V-Ray: Global switches.

Indirect illumination (GI) (Middle Panel):

- GI caustics:** On. Includes Reflective and Refractive options.
- Post-processing:** Saturation: 1.0, Contrast: 1.0, Contrast base: 0.5.
- Primary bounces:** Multiplier: 1.0, GI engine: Irradiance map.
- Secondary bounces:** Multiplier: 1.0, GI engine: Light cache.
- V-Ray: Irradiance map:** Current preset: High. Includes Basic parameters (Min rate: -3, Max rate: 0, HSp. subdivs: 50, Interp. samples: 20) and Options (Show calc. phase, Show direct light, Show samples).
- Detail enhancement:** On. Includes Scale: Screen, Radius: 60.0, Subdivs mult: 0.3.
- Advanced options:** Includes Interpolation type: Least squares fit (good/smooth), Multipass, Randomize samples, Sample lookup: Overlapping (very good/fast), and Calc. pass interpolation samples: 10.
- Mode:** Single frame. Includes File: browse button.
- On render end:** Includes Don't delete, Auto save: <None>, and Switch to saved cache.

Indirect illumination (GI) (Right Panel):

- GI caustics:** On. Includes Reflective and Refractive options.
- Post-processing:** Saturation: 1.0, Contrast: 1.0, Contrast base: 0.5.
- Primary bounces:** Multiplier: 1.0, GI engine: Irradiance map.
- Secondary bounces:** Multiplier: 1.0, GI engine: Light cache.
- V-Ray: Irradiance map:** Current preset: High. Includes Basic parameters (Min rate: -3, Max rate: 0, HSp. subdivs: 50, Interp. samples: 20) and Options (Show calc. phase, Show direct light, Show samples).
- Calculation parameters:** Subdivs: 1000, Sample size: 0.02, Scale: Screen, Number of passes: 8. Includes Store direct light, Show calc. phase, Adaptive tracing, and Use directions only.
- Reconstruction parameters:** Pre-filter: 10, Filter: Nearest, Use light cache for glossy rays, Interp. samples: 10.
- Mode:** Single frame. Includes Save to file, File: browse button.
- On render end:** Includes Don't delete, Auto save: <None>, and Switch to saved cache.
- V-Ray: Caustics:** Production selected. Includes Preset: dropdown, Viewport: VRayPhysicalC, and Render button.