# KEYSHOT RENDER QUALITY

How to Improve Quality
Without Increasing Rendering Time

# RENDER QUALITY

- Render Size

- Lighting Presets

- Samples

- Denoise

- Transparency

31 seconds, 32 samples
800 x 600 x 100 dpi

2:31 seconds, 32 samples
2400 x 1800 x 300 dpi

# RENDER SIZE

Keynote or PowerPoint presentation do not require high-resolution images

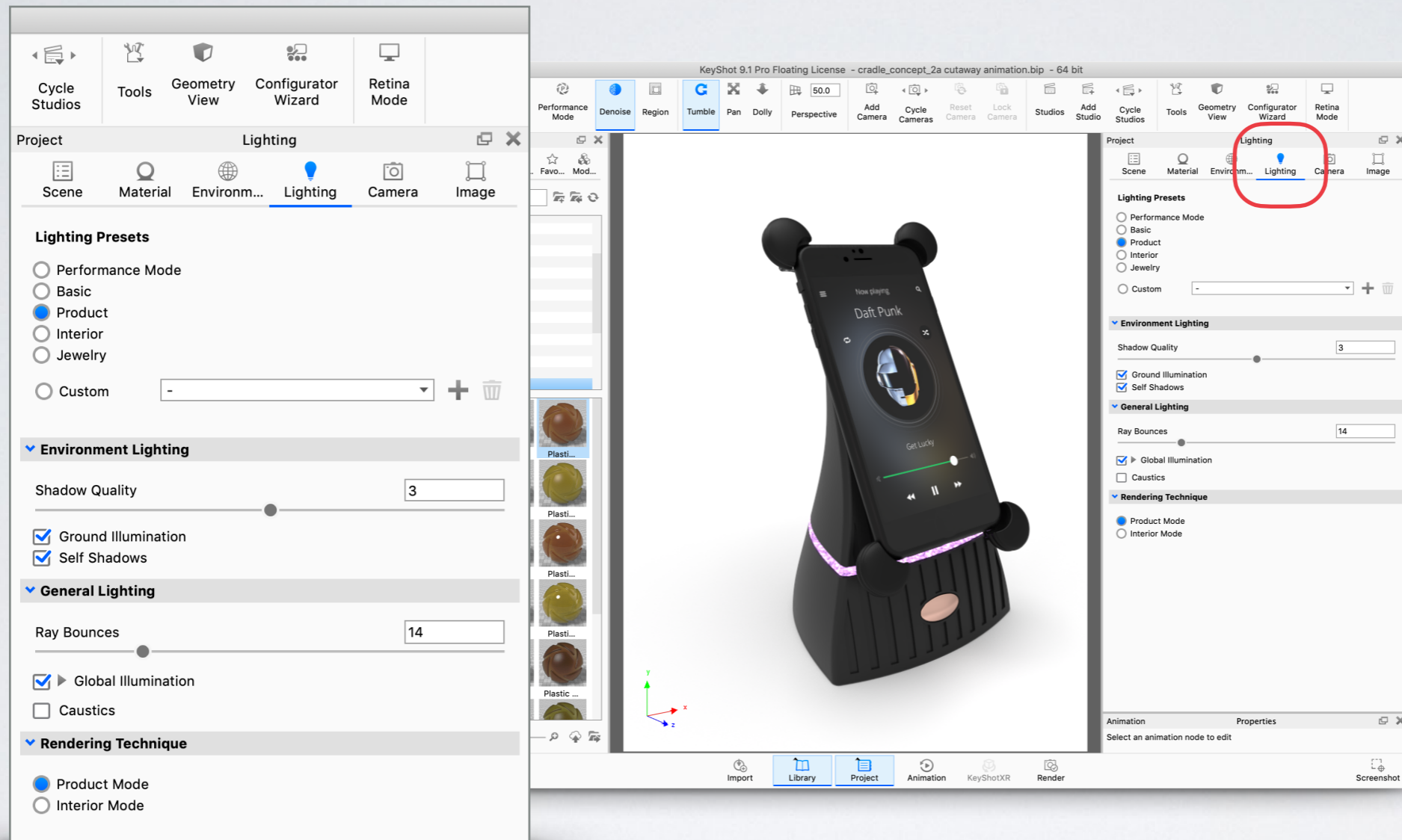# SCREEN RESOLUTION

Measure size in pixels
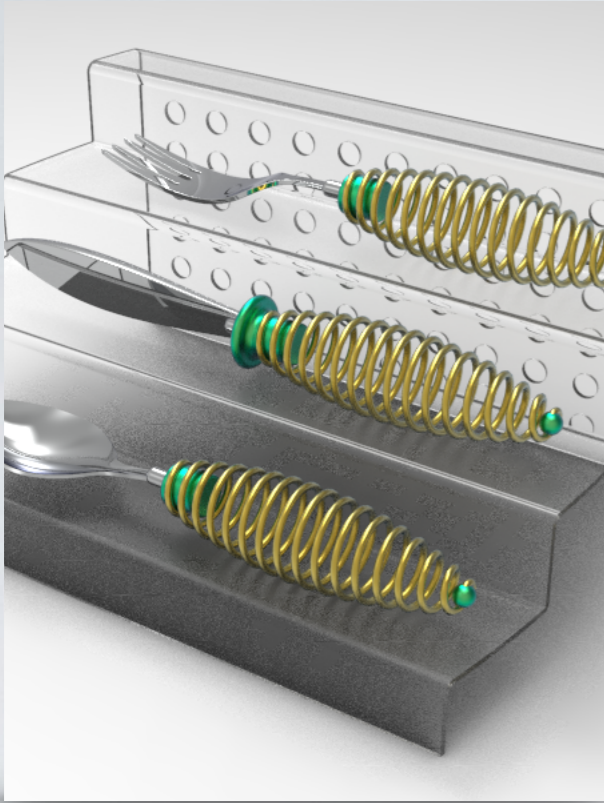
(800 x 600)

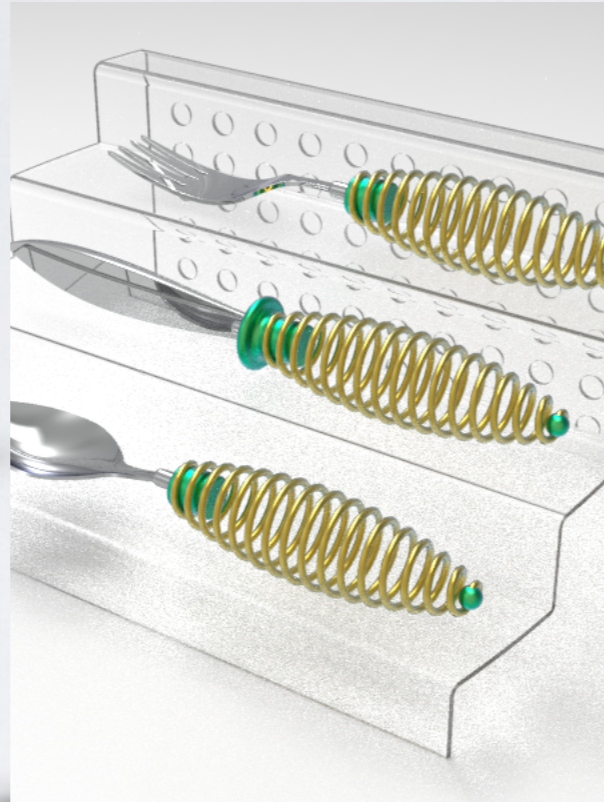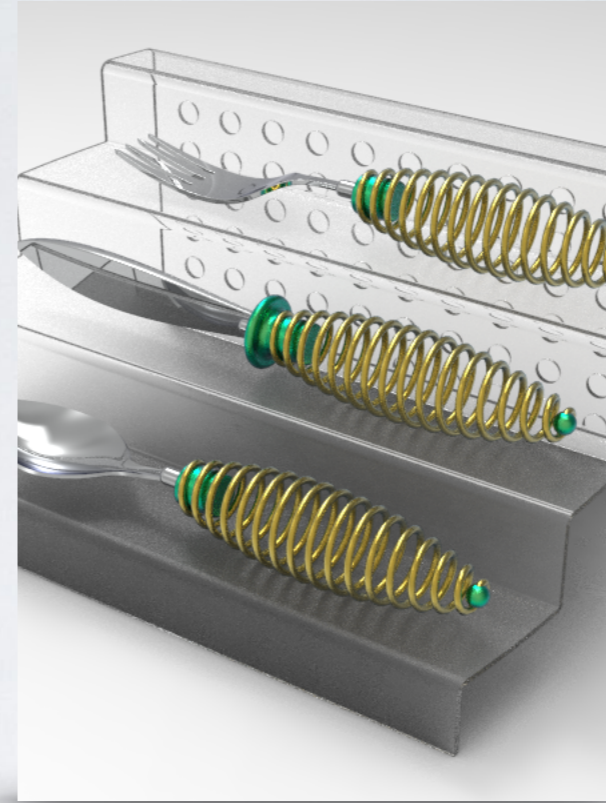Pixel Per Inch (dpi)

100 pixels

# LIGHTING PRESENTS



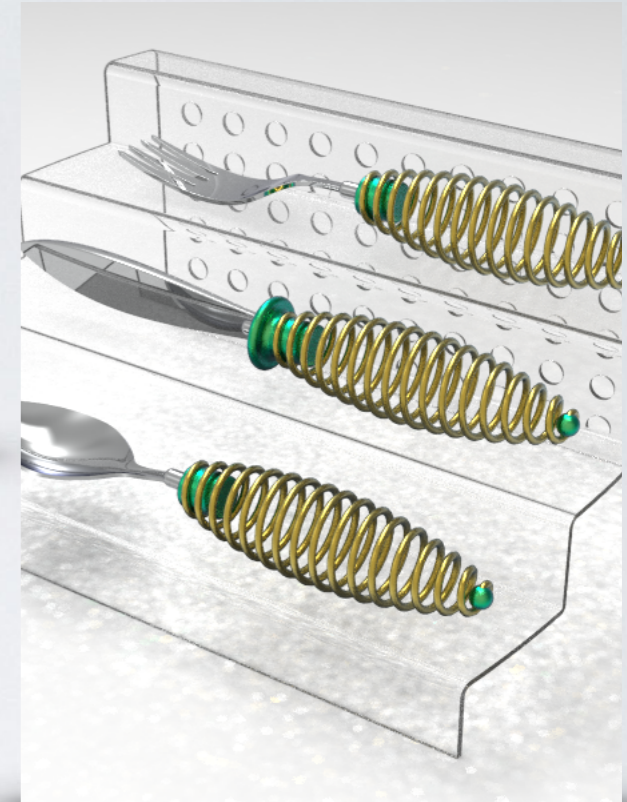Make sure the Lighting mode is set to match scene

Basic

Product

Interior

Jewelry

# LIGHTING PRESETS

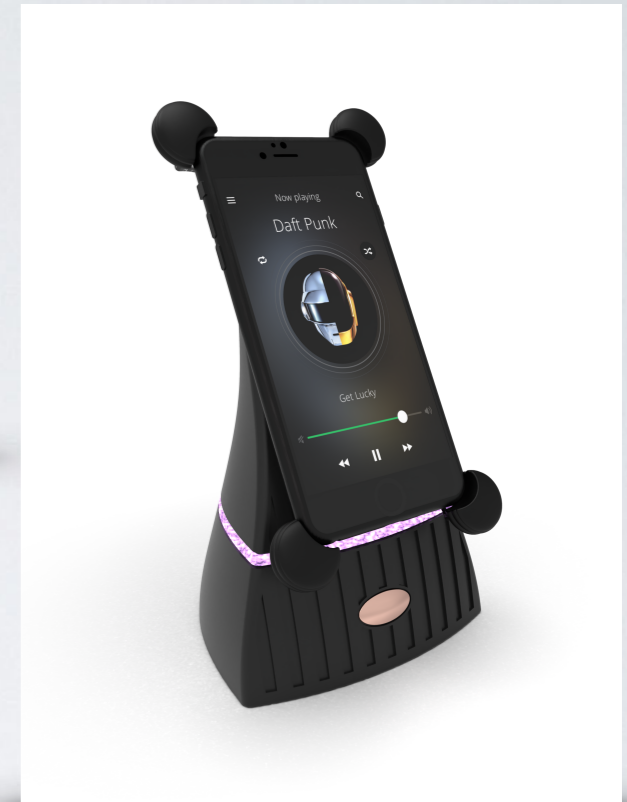Use the lighting preset that is best for situation

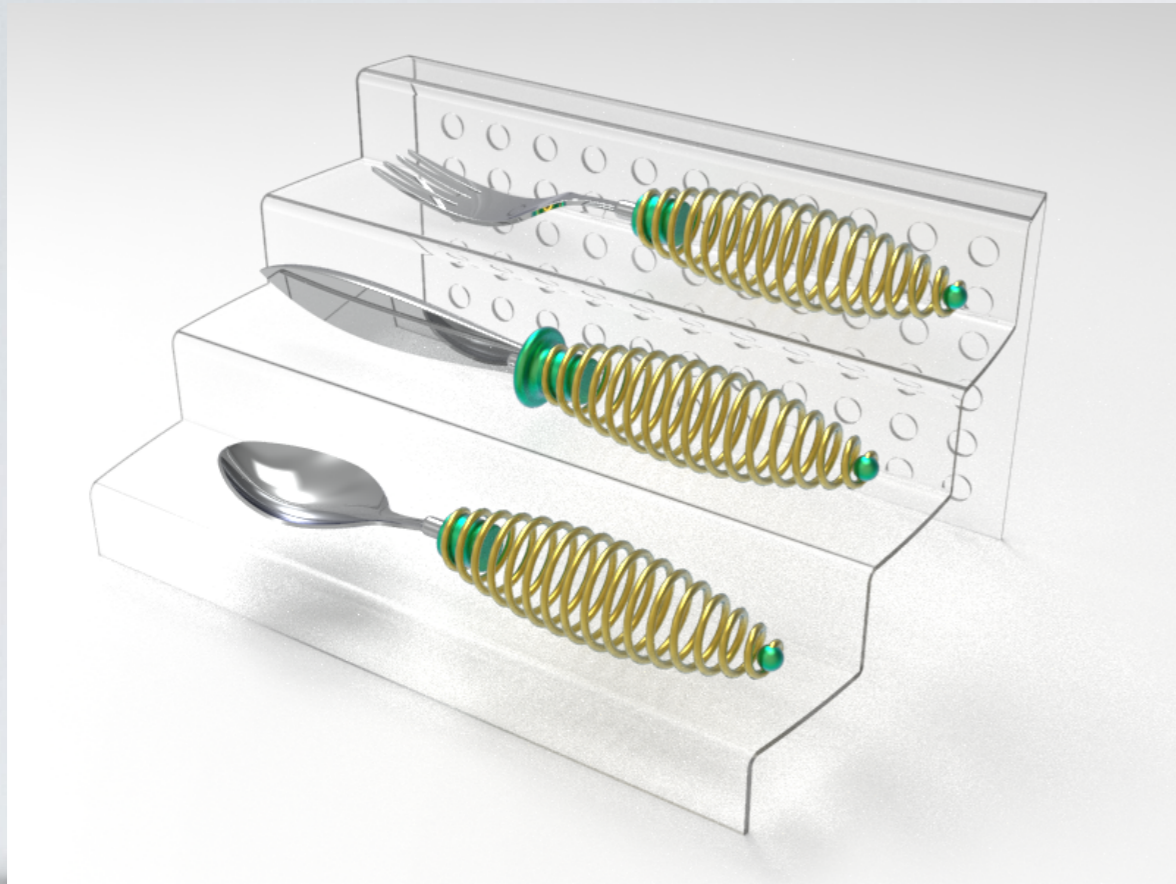Basic 68 secs

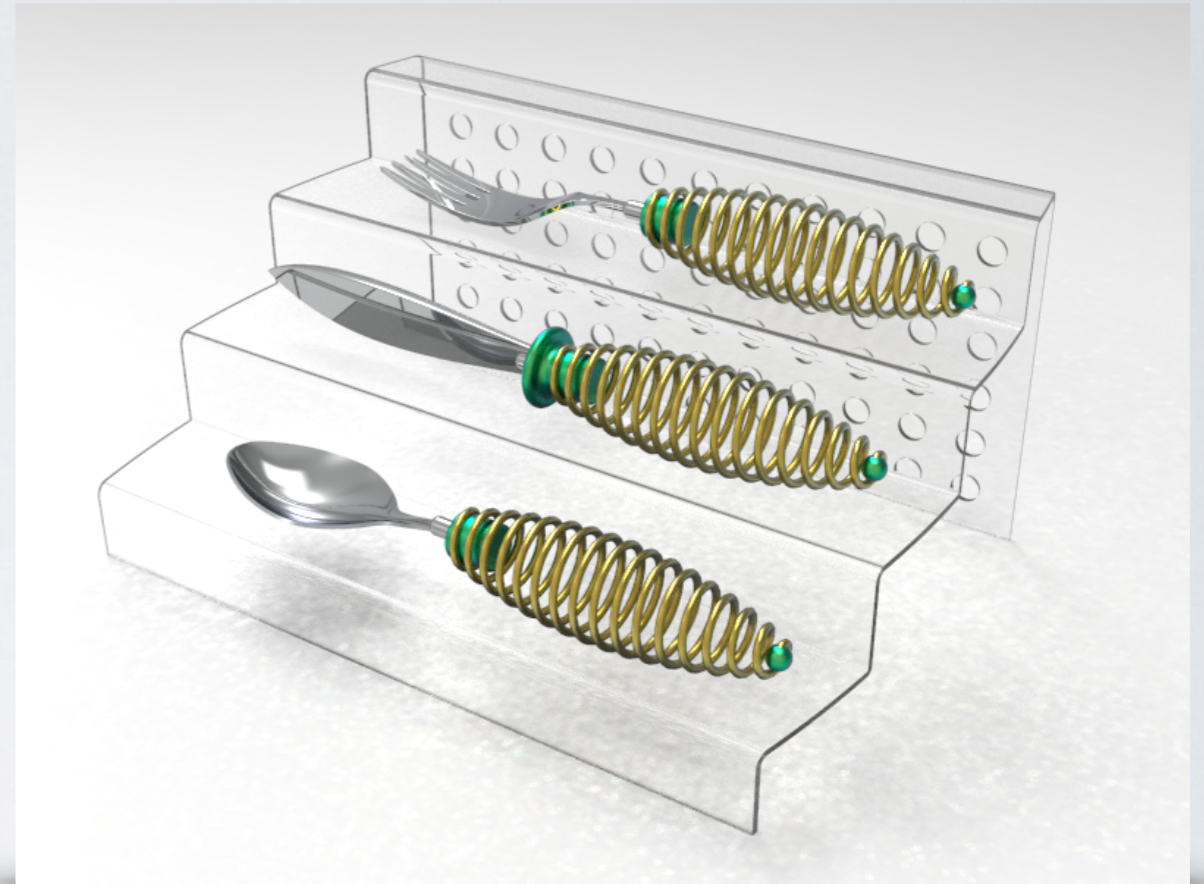Product 153 secs

Interior 96 secs

Jewelry 151 secs

# LIGHTING PRESETS

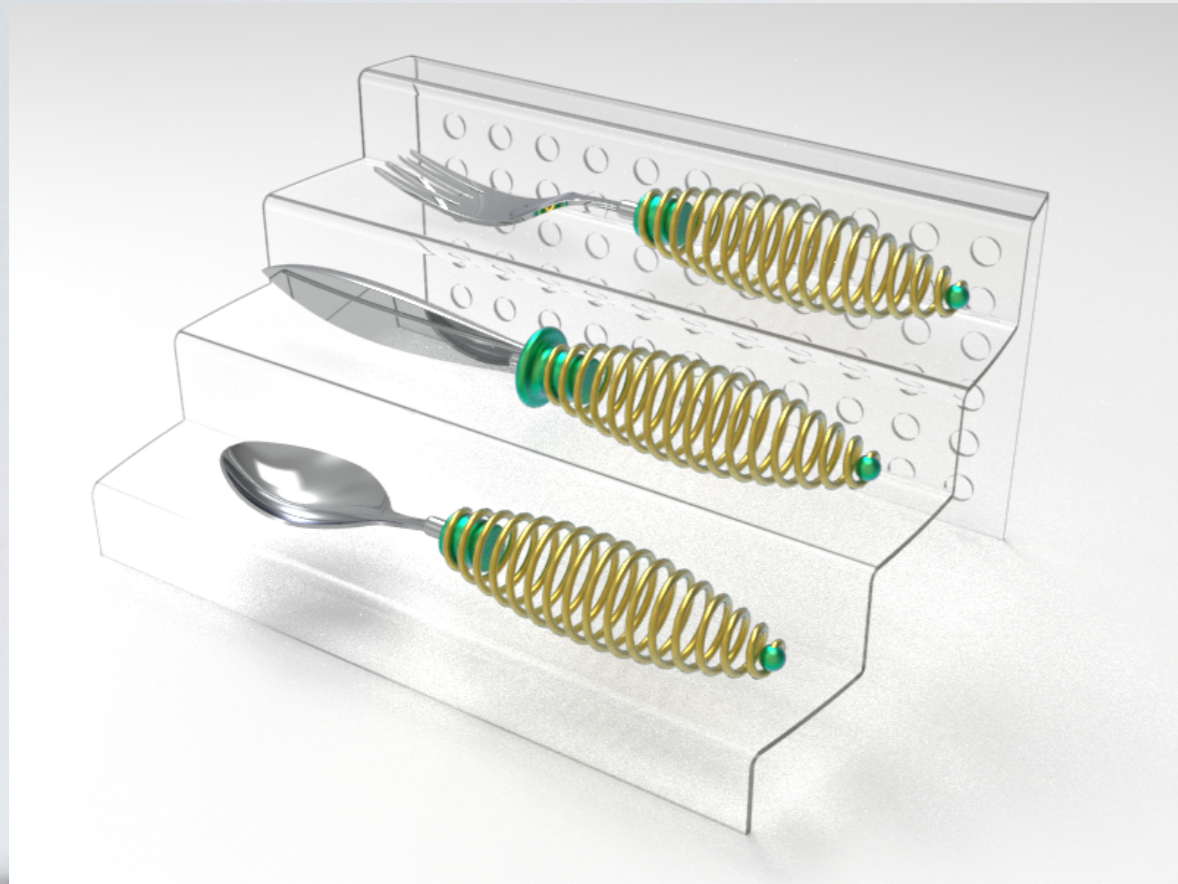Use the lighting preset that gives the best results
in the shortest time
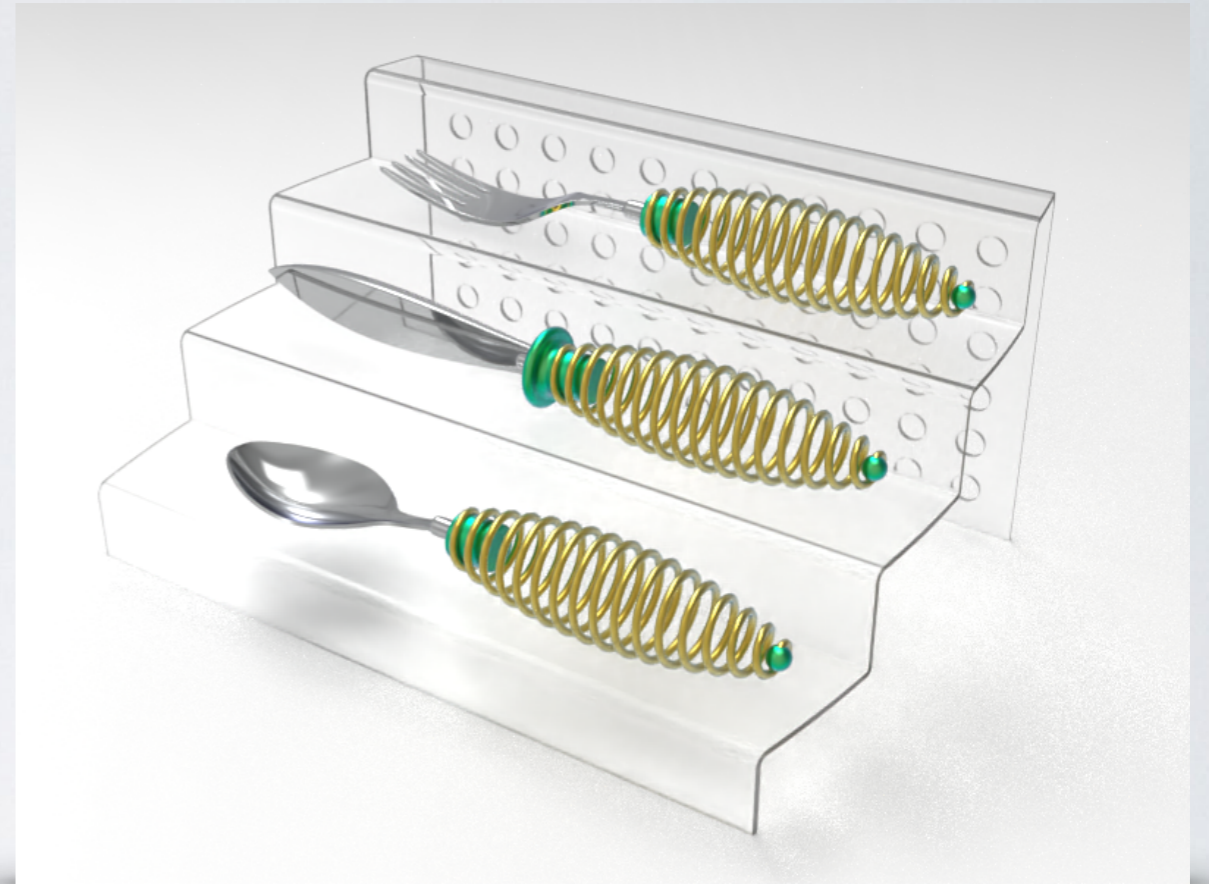
Product Preset, 128 Samples

Jewelry Preset, 128 Samples

# LIGHTING PRESETS

Using the "higher" preset does not always give a better
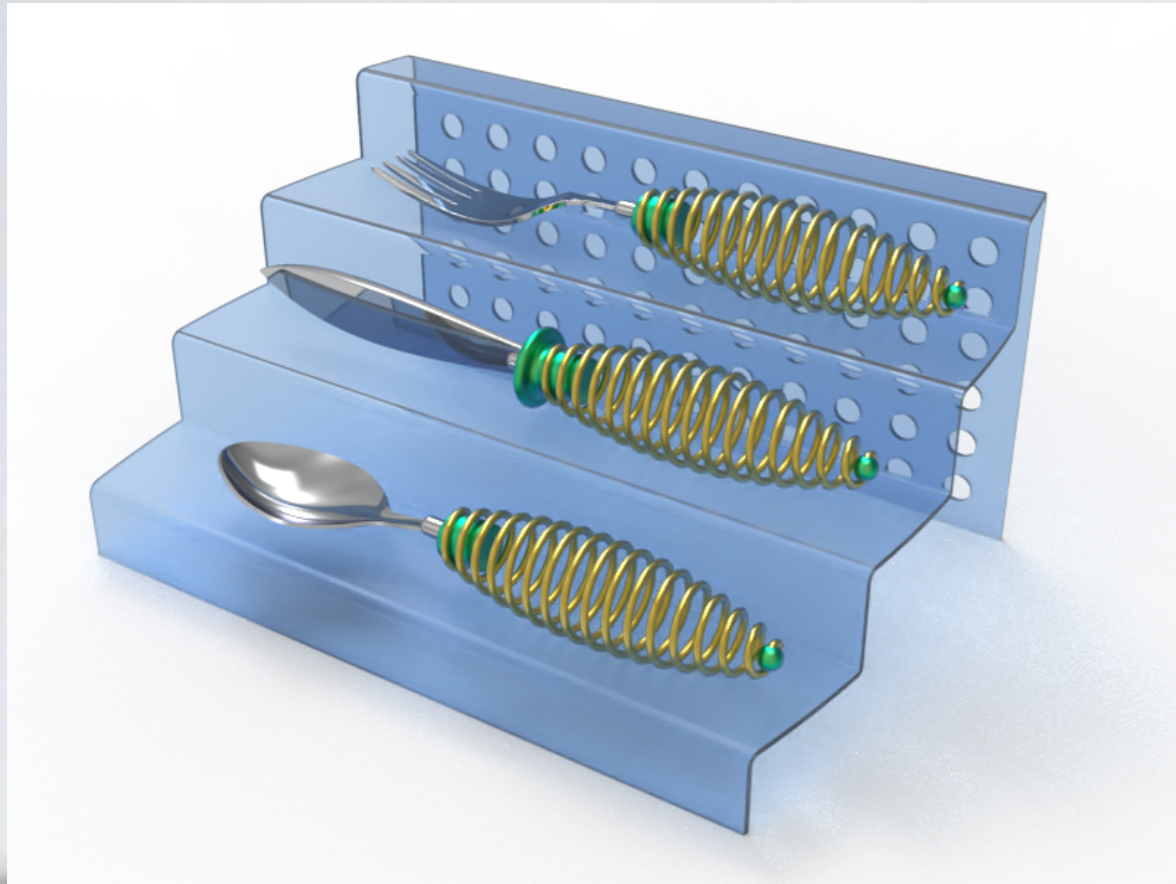result, even with more samples

Product Preset, 128 Samples

Product Preset, 32 Samples, Denoise

# LIGHTING PRESETS

Using other settings, like the magic Denoise, and lower samples gives better results
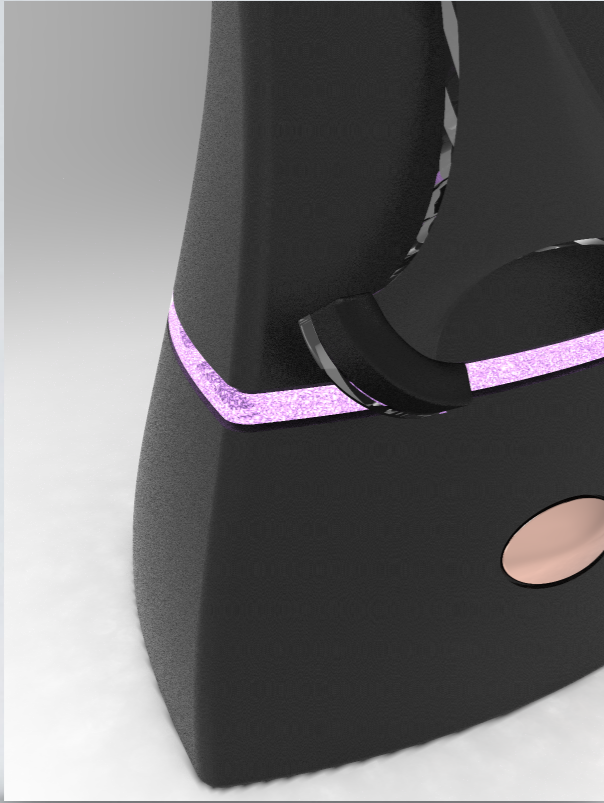
Product Preset, 32 Samples, Denoise
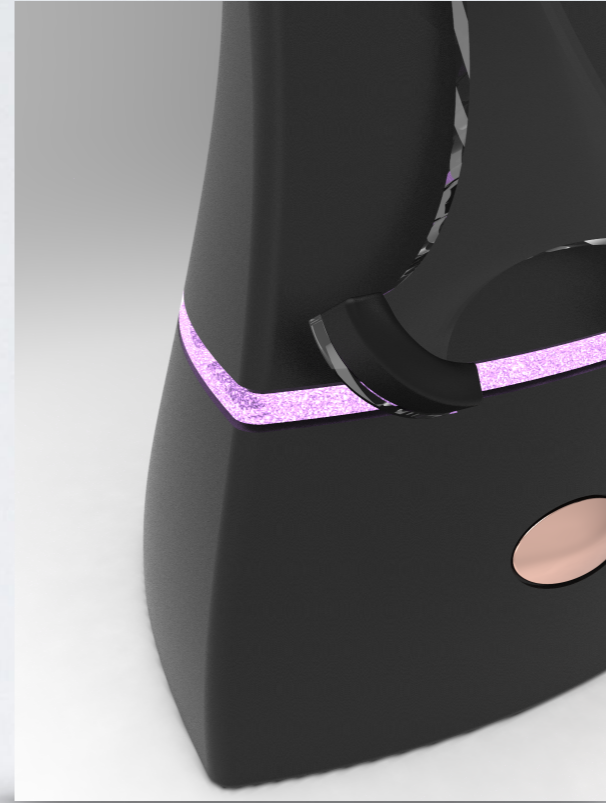

Product Preset, 32 Samples

# LIGHTING PRESETS
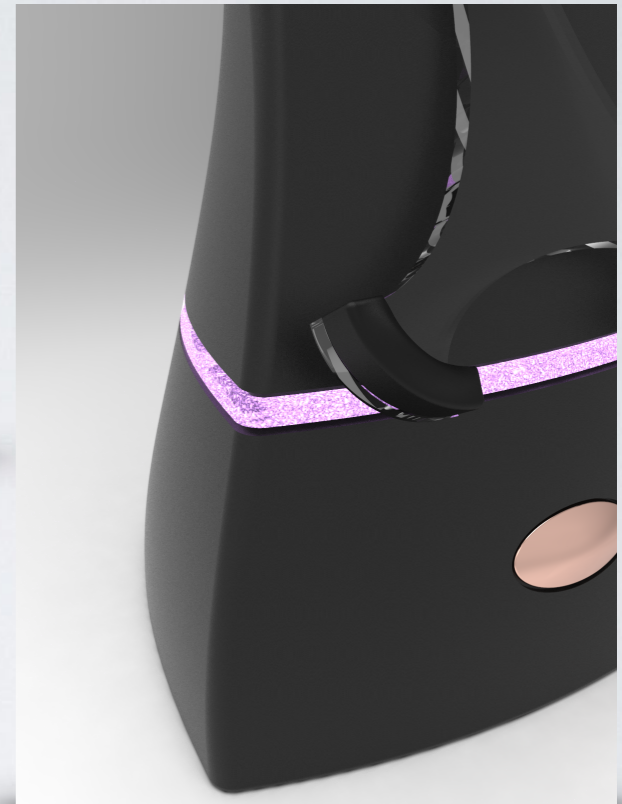
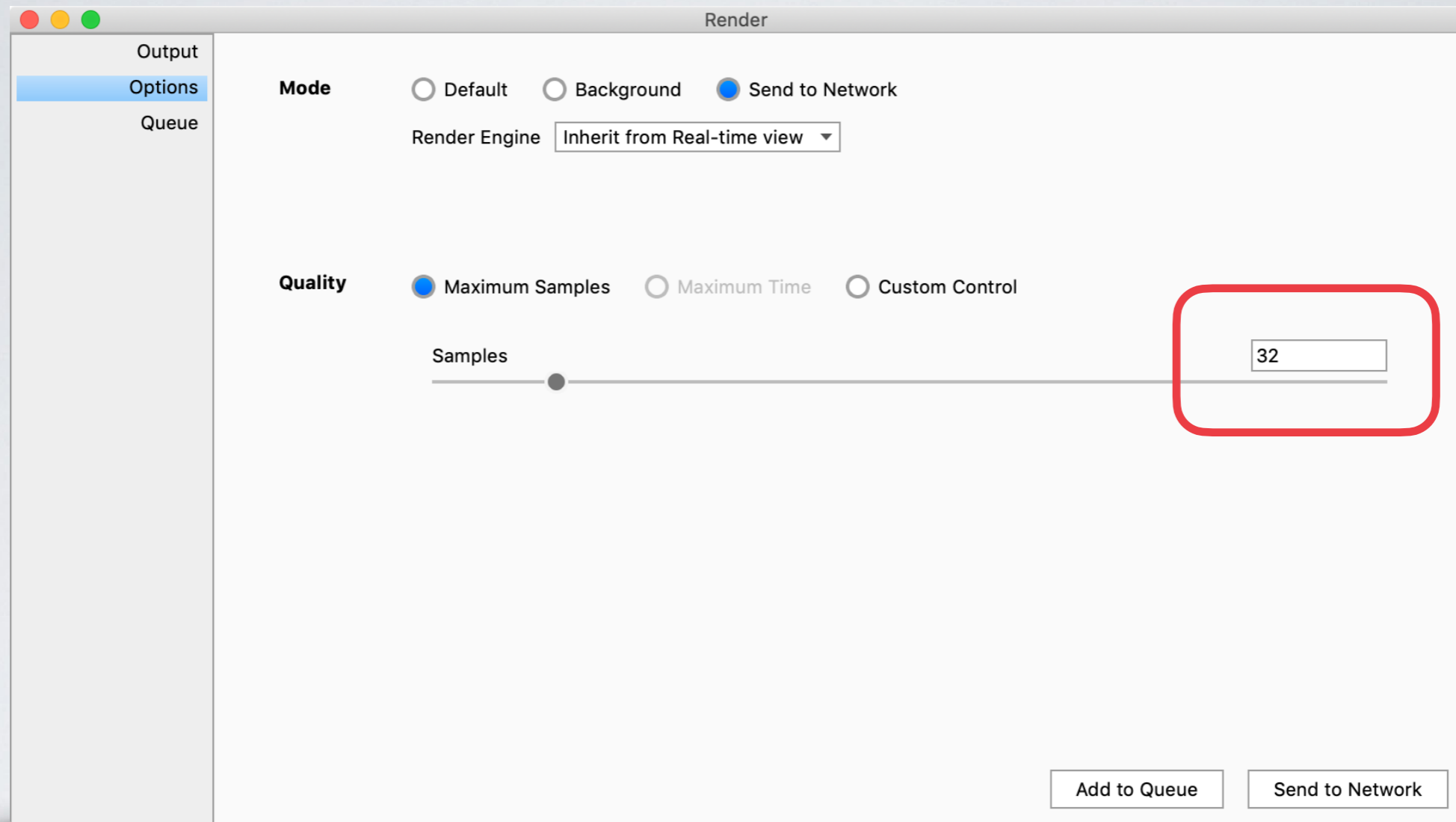Denoise can give good results for specific materials

4 Samples

8 Samples

16 Samples

32 Samples

# SAMPLES

Use the minimum amount but look for issues

# SAMPLES

Samples is a Rendering setting and set through the
Render > Options panel > Max Samples.
Use this option when using Network rendering as shown above.

# HOW TO DETERMINE SAMPLES - METHOD 1

Turn on Heads Up Display (H) and let interactive render settle.
Notice the Samples rate when render looks appropriate

# HOW TO DETERMINE SAMPLES - METHOD 2

Turn on Render Region and let interactive render settle. Notice the Samples rate when render looks appropriate. Move Render Region around to view different areas.
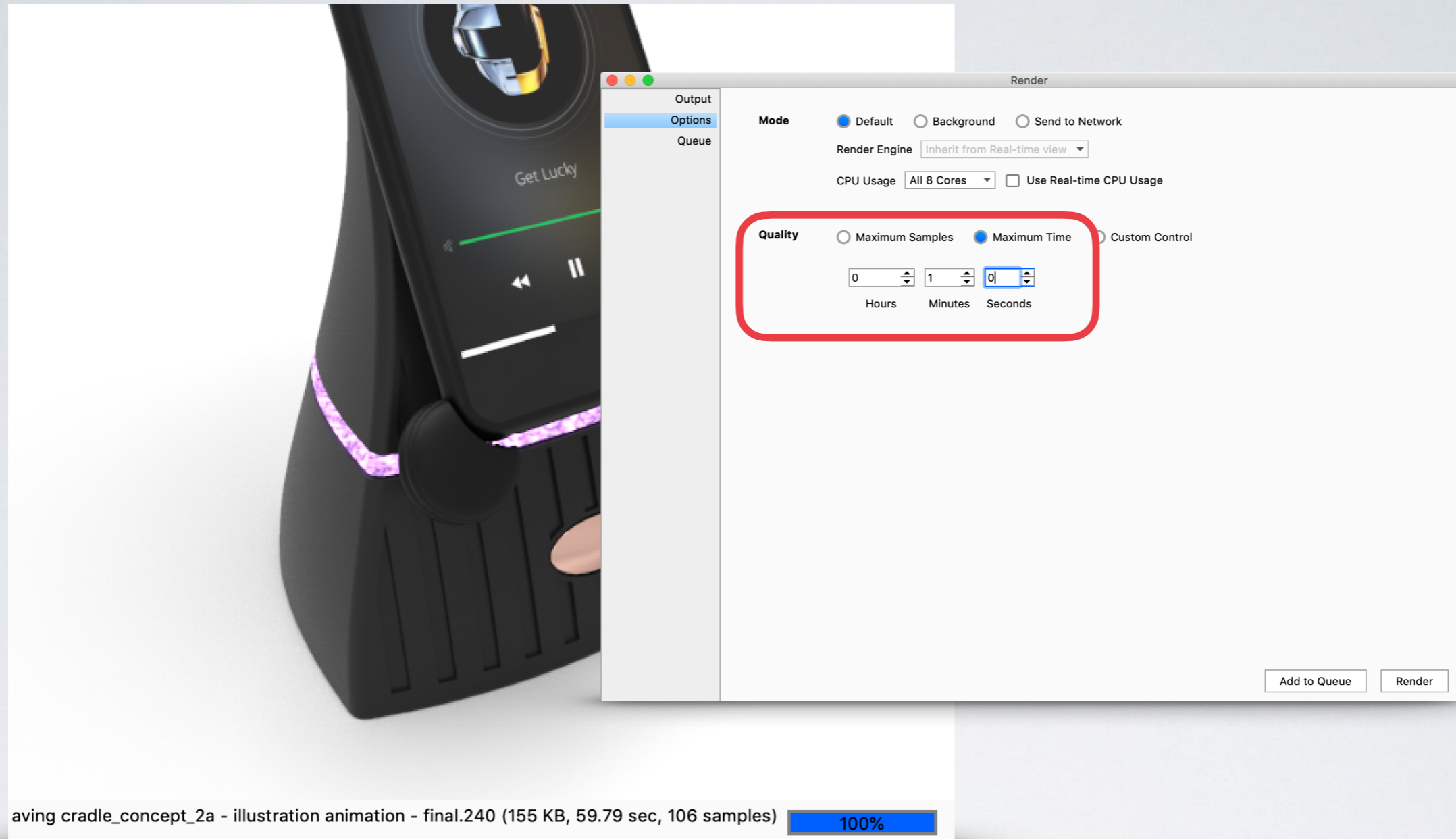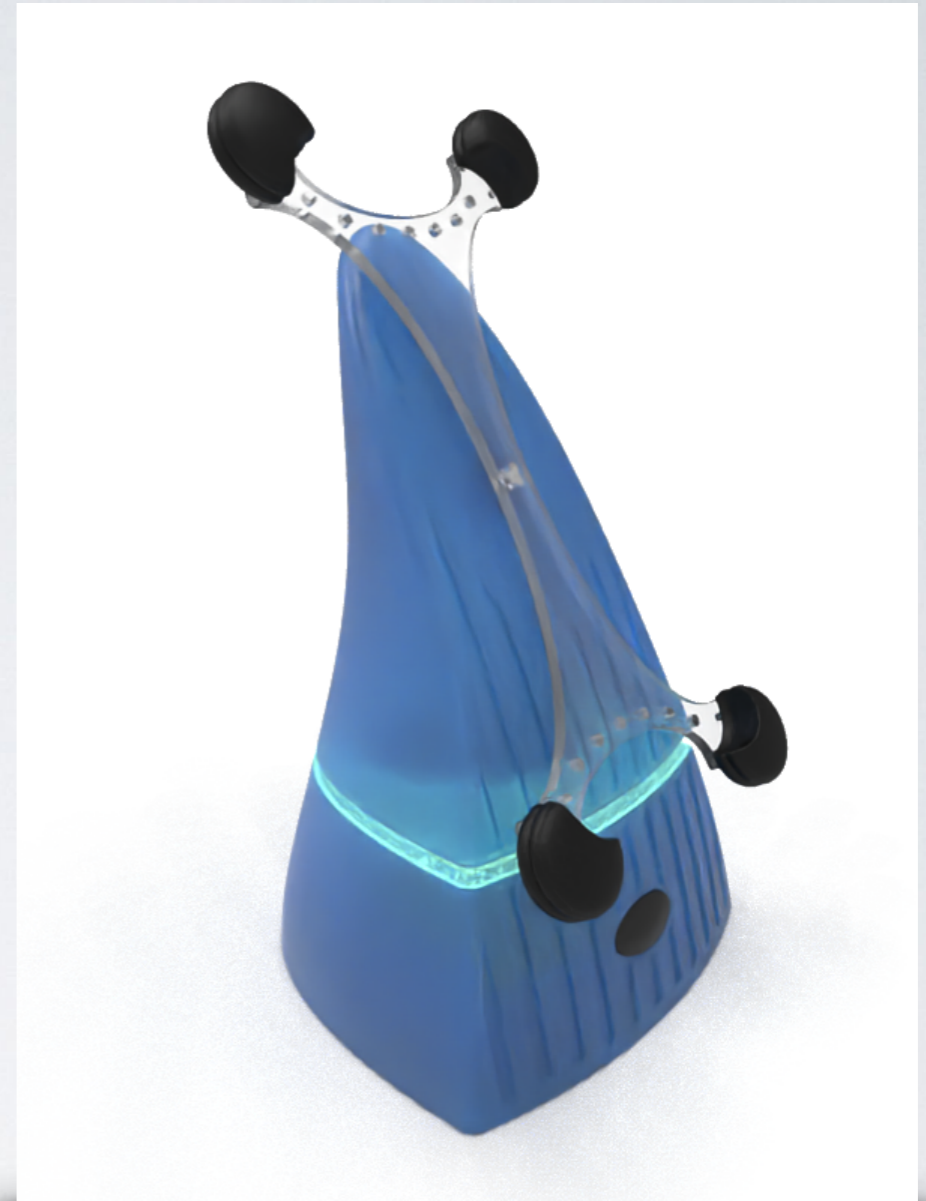
# HOW TO DETERMINE SAMPLES - METHOD 3

Render locally in Default mode with Max Time set to different values.
Check the sample rate at the end.  Use this for Send to Network option.
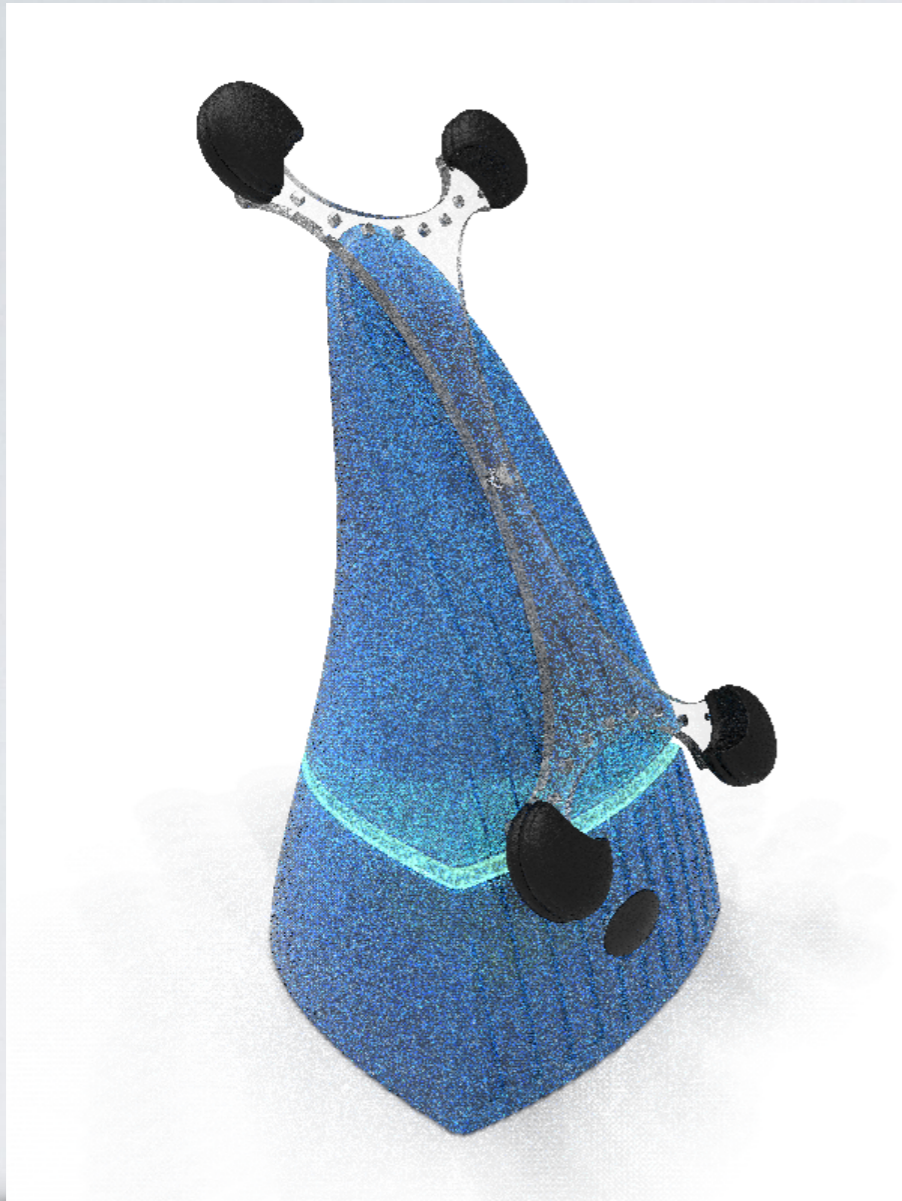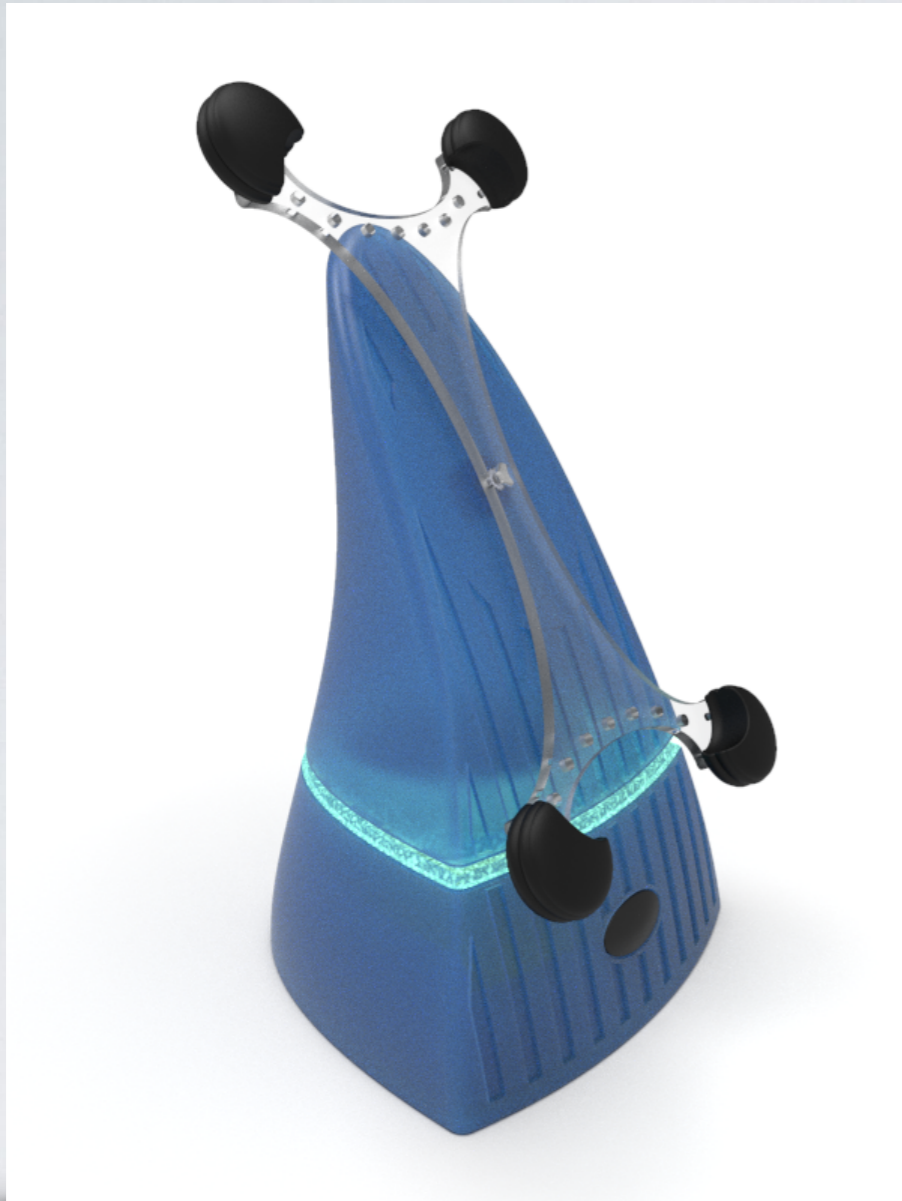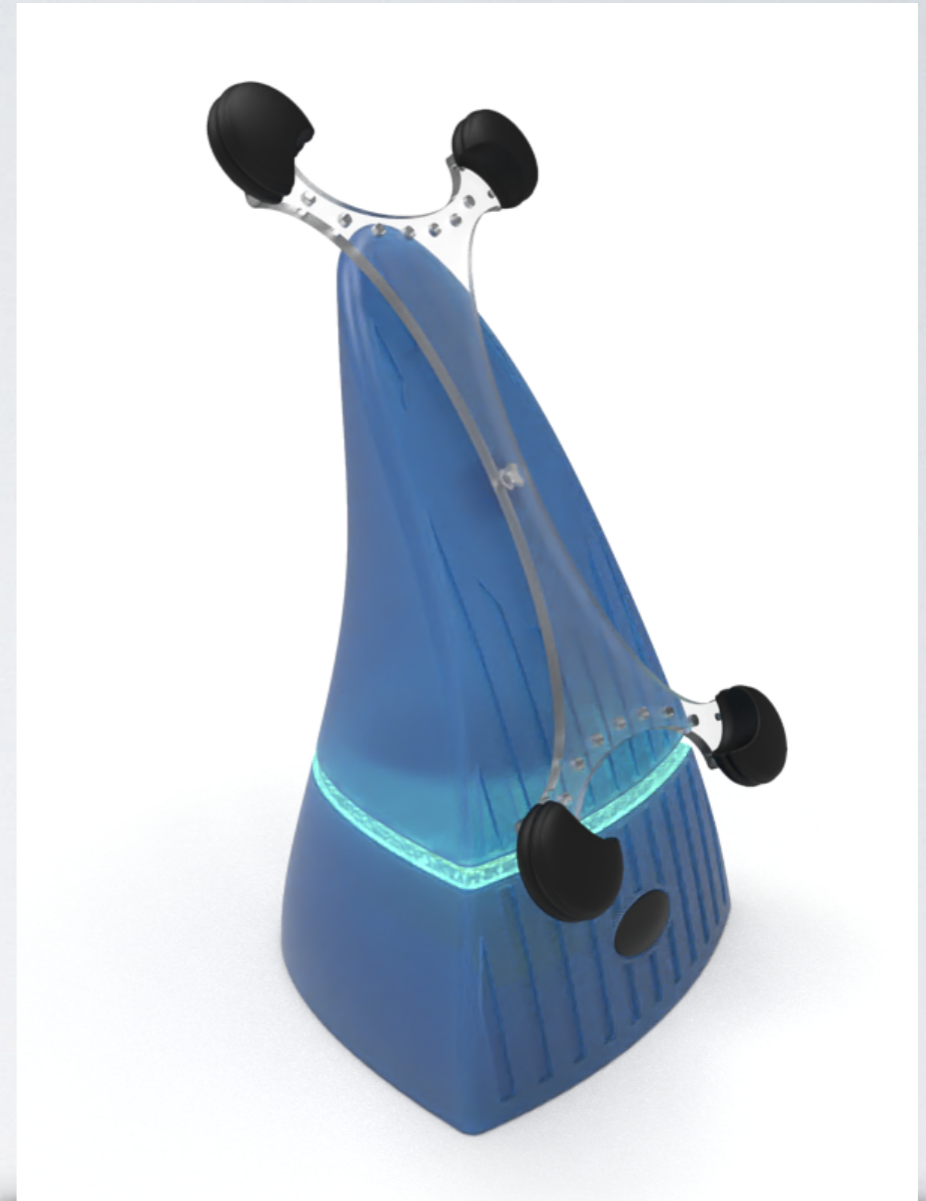
Not turned on                    Applied after 5 secs
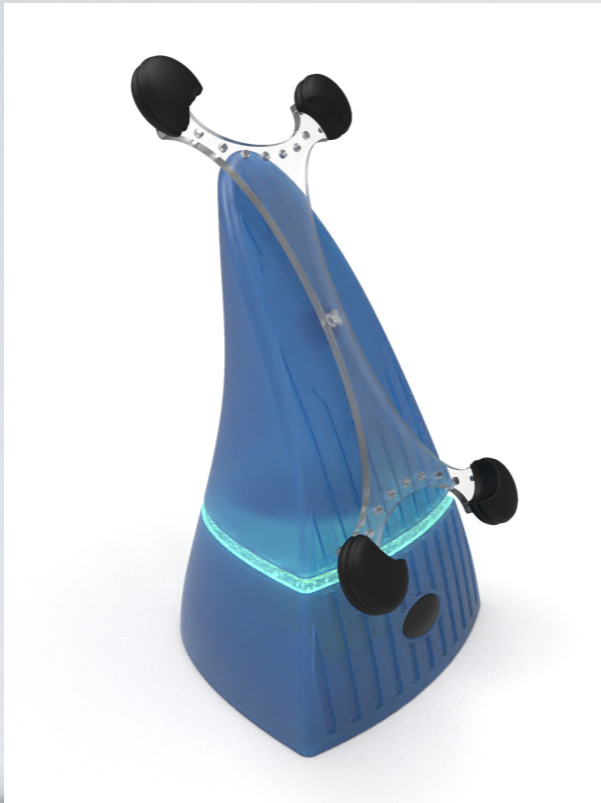
# DENOISE

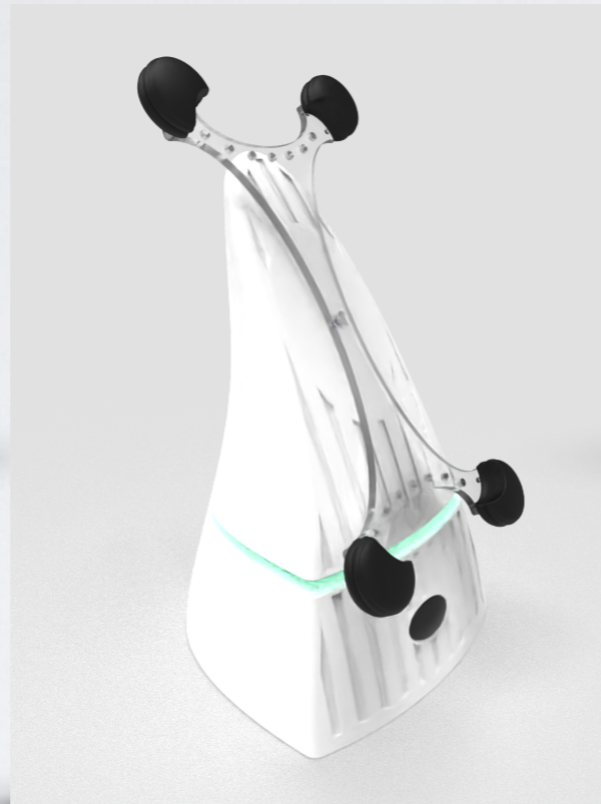## Used during iterative phase

Not turned on, 128 samples ⟷ Applied, 32 samples
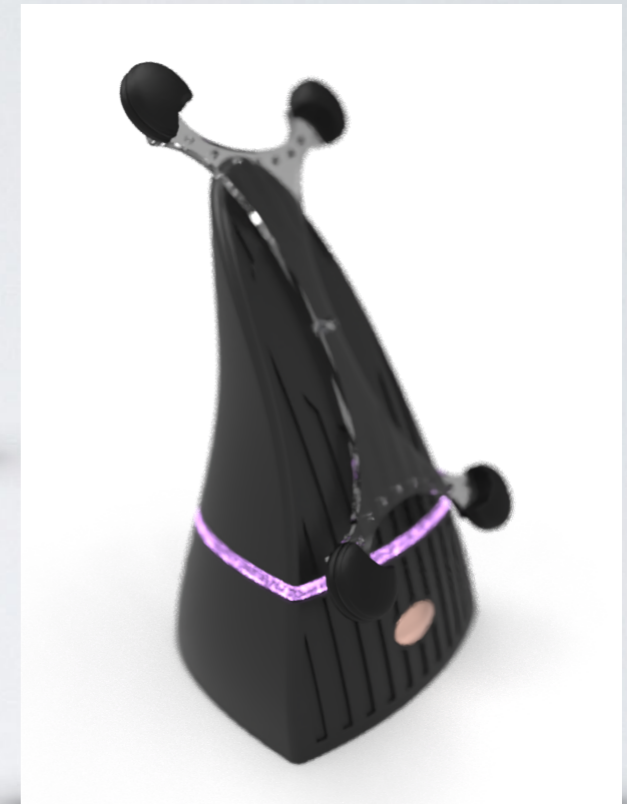
# DENOISE

## Used during rendering

Cloudy Material
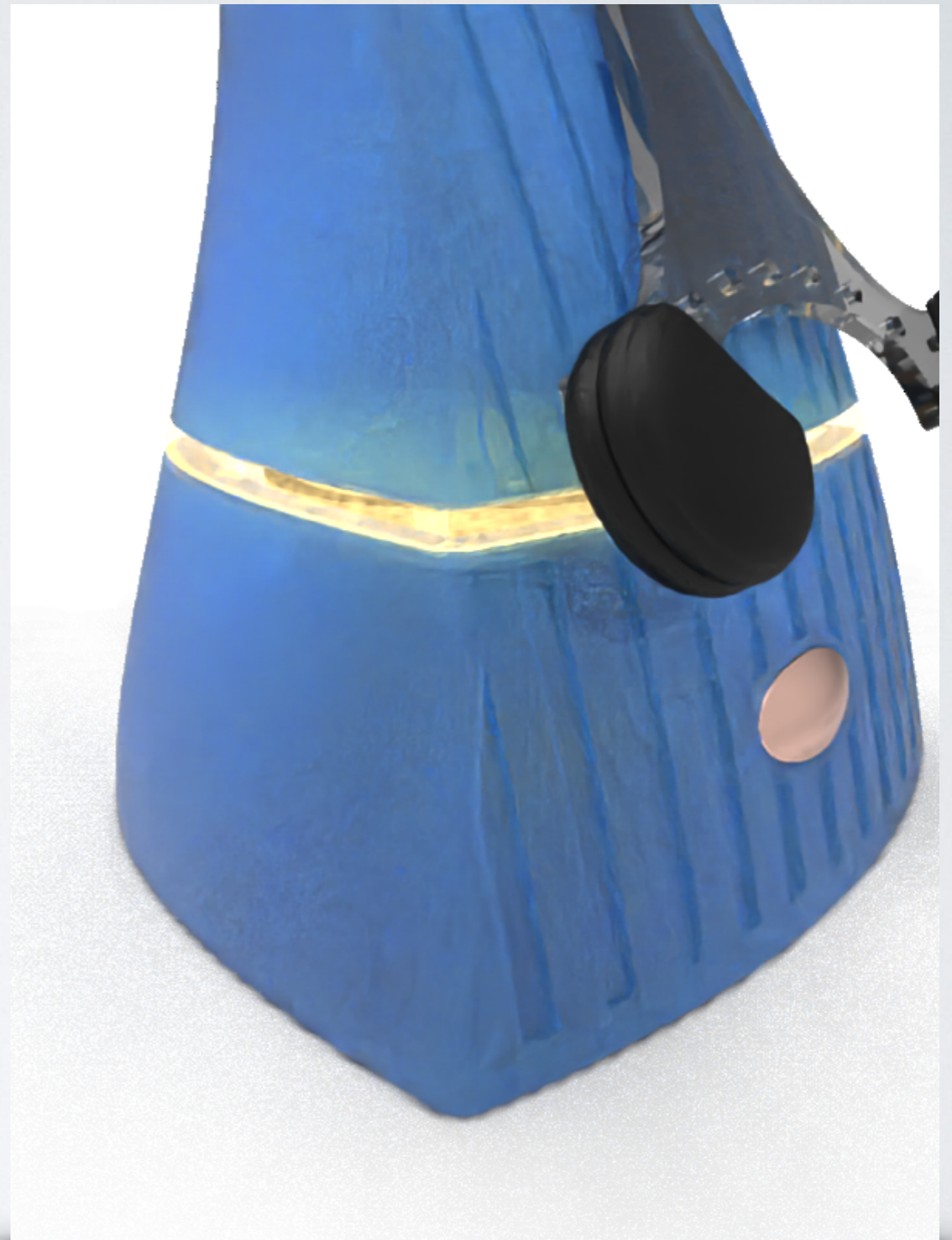
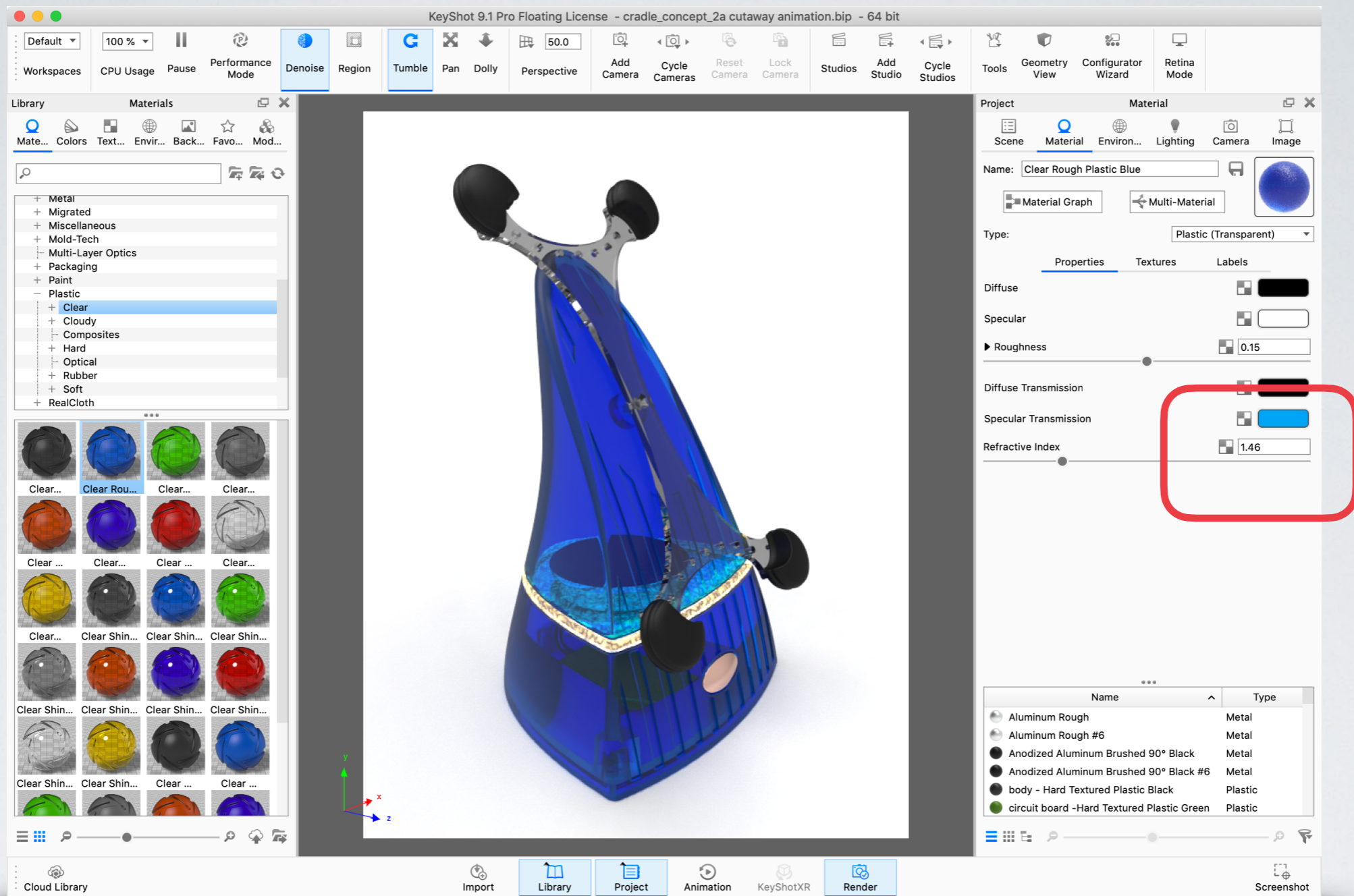White Material

Scatter Material

Depth of Field

# DENOISE

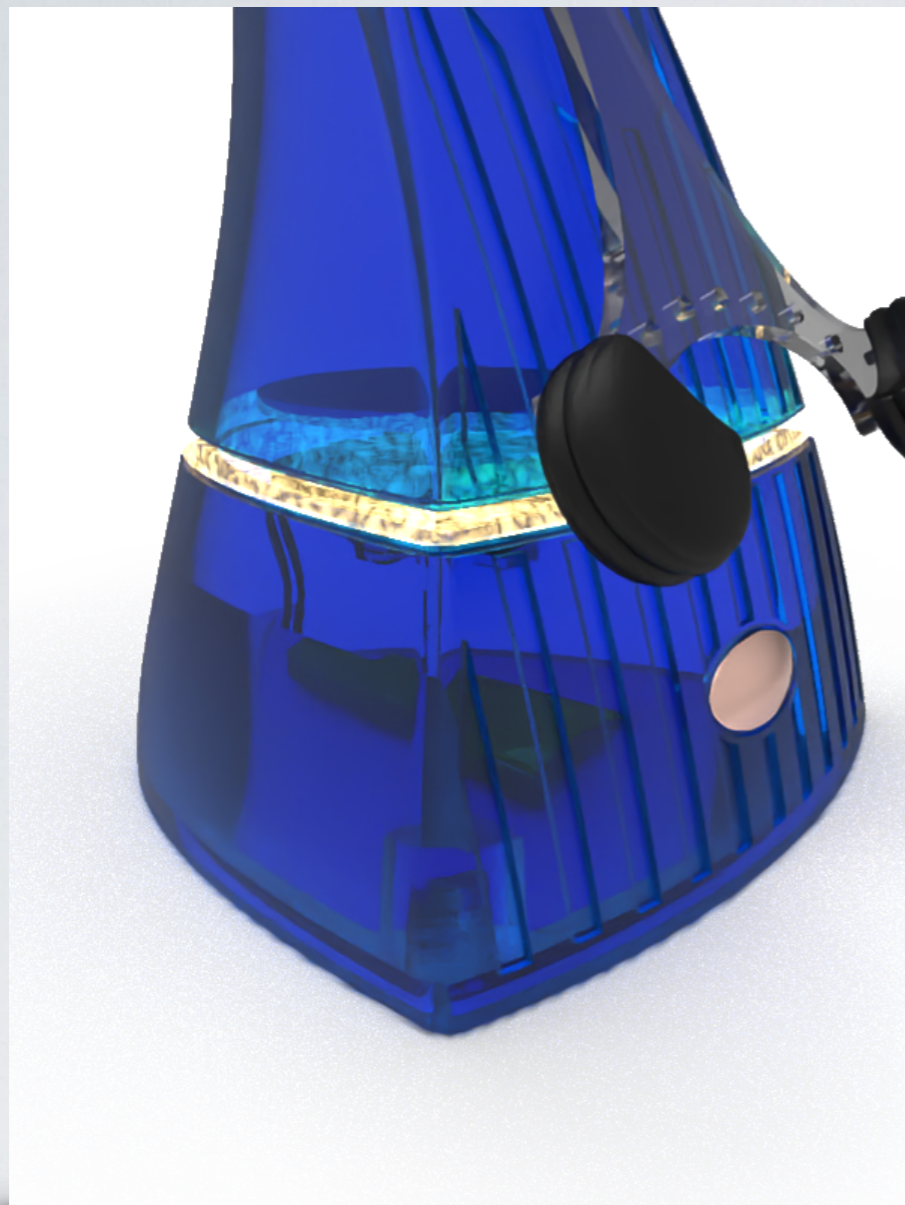Best for these situations

# DENOISE

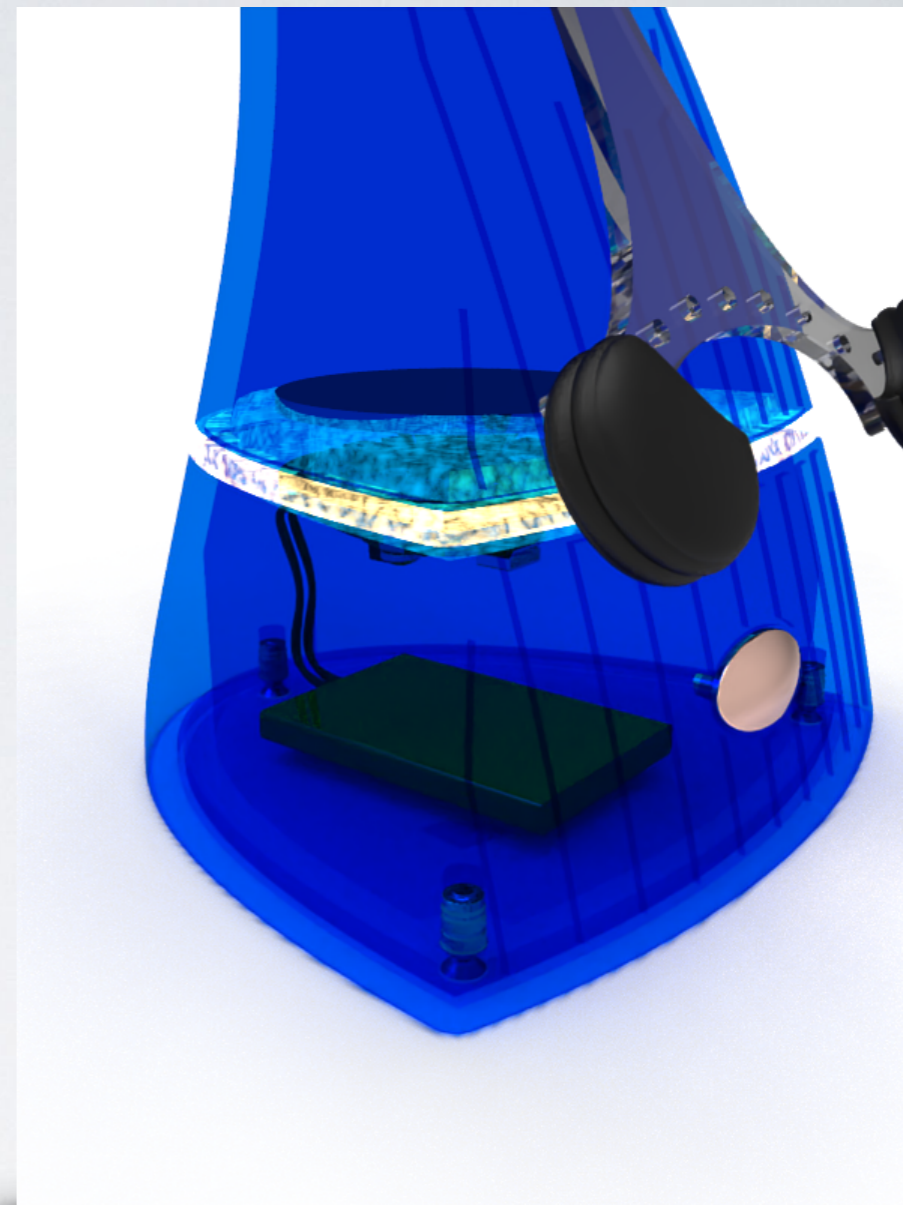Does not effect quality of shadows

# TRANSPARENCY

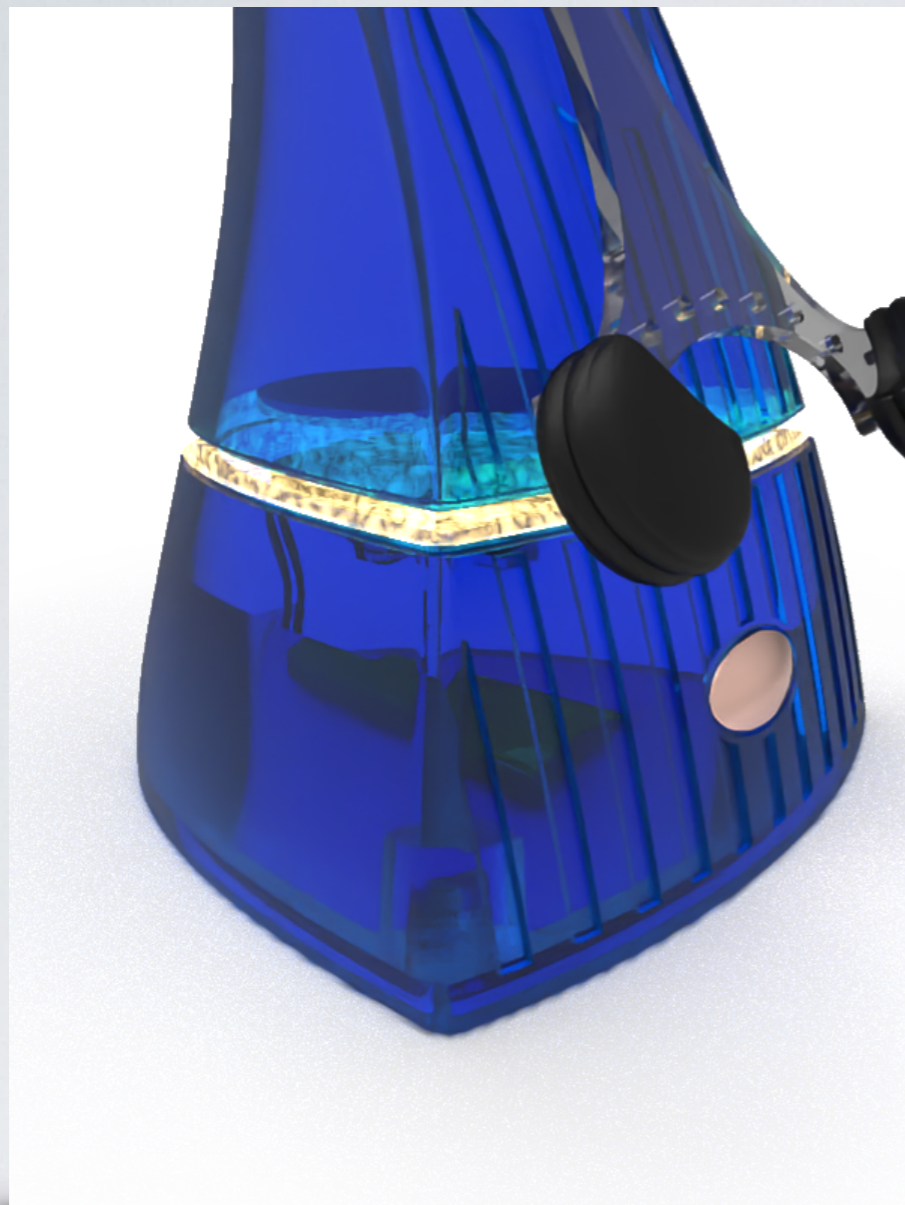Refractive Index can influence appearance
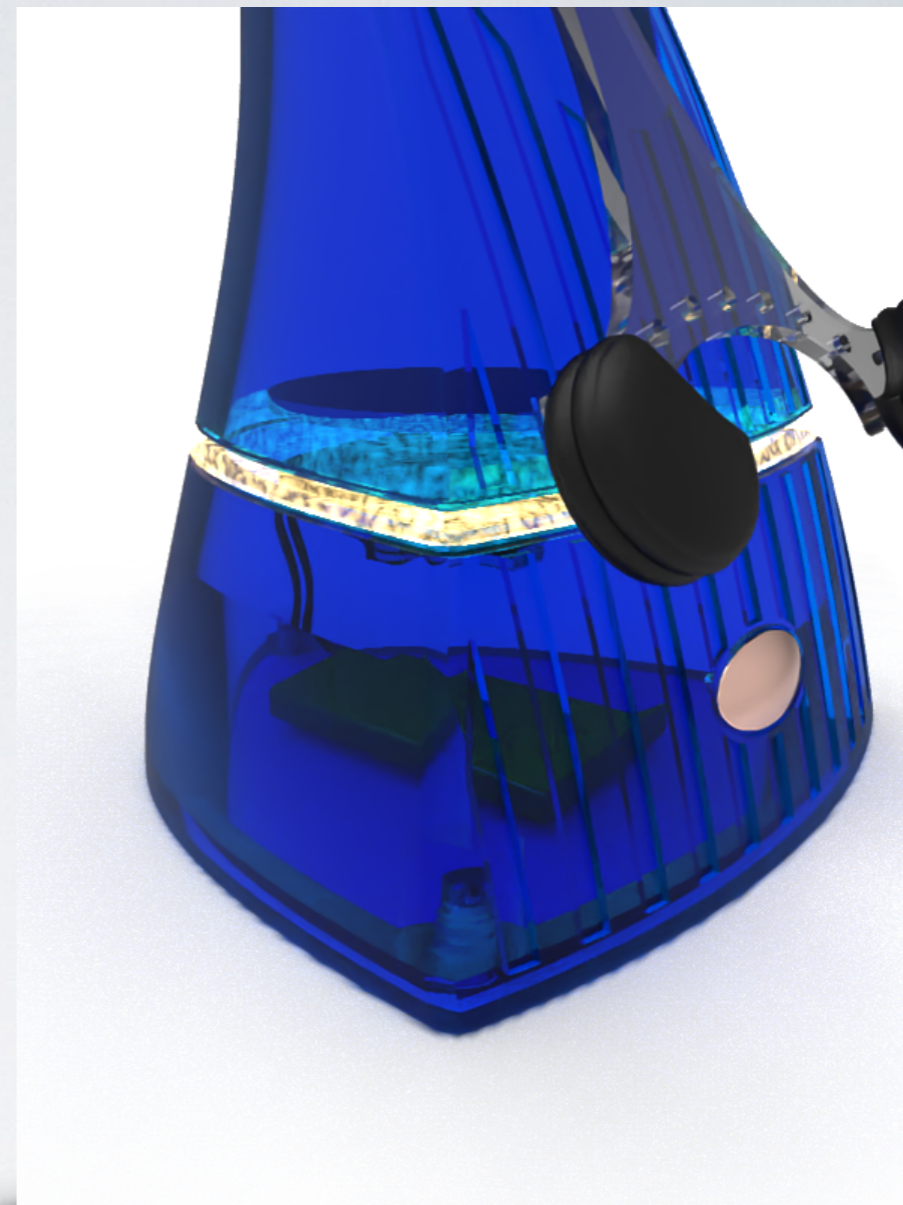
Default Refractive Index: 1.46

Refractive Index: 1.0

# REFRACTIVE INDEX

Refractive Index: 1.46

Refractive Index: 1.2

# REFRACTIVE INDEX