

## Raytrace Settings

### Exterior Settings by Jintu

#### A) General

Increase number of passes to get rid of the pixelation. Try 10 passes or more.

#### B ) Lighting

Uncheck Use Camera View settings and use a dark grey or skyblue color.

Ambient Occlusion: min. .1 - max. 3 or 4

Direct Sunlight: 4 to 6

#### C) Advanced

Check only the Use Photon Mapping. Caustics and Depth of field are taking too much time to compute, prolonging render time. (You may also uncheck them altogether specially for exterior shots. Lighting Settings above may compensate enough for their absence).

#### D) Image properties

Contrast - 60%

BTW unchecking Enable Environmental Light will decrease RT time. Your 6 passes is good enough for this.

As far as exterior RT, I pretty much do the same as Jintu (see above)...I don't use "Environmental Light" either, just raise the "Direct Sunlight Intensity" (some where around 5) gives great shadows. Smooth out the shadows, by changing the materials "roughness" value to have it look more realistic.

Alan, The depth of field (advanced) makes it a little fuzzy from my renderings. I noticed a big change when I stopped using it. For exterior I do not use "compute caustics"

Ken

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There are many RT settings/adjustments to "approach" a photo realistic image. To start, if you are setting up an interior RT, and if its one room, turn off all other light sources in other rooms. Then, set the RT image size small enough to see the detail you are after and let it run a few times to see your result...I find that after just a few passes, you can get an idea of what the final image will produce. The smaller image speeds up the RT. Again depending on what you are after, you may need to mess around with materials too. Once you are satisfied, resize the RT image. Be careful, you can get caught up with adjusting the lighting/material. Need to know when to call it quits.

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Q. I have a similar problem. Whatever I do, I always get such a result. I can not solve the pixelation ...

Ans. Patience :) Set your RT time to "No Limit".

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## Interior Settings by Jintu

X7 RT

- Photon mapping and caustics on.
- Ambient light color: light yellow-orange
- No environment light
- ambient occlusion: min intensity: 0.1 max intensity: 1.0
- Direct sunlight: 4
- No roof just basement and second floors

About 16-20 passes.

## Night Time Tips

Jon Caffee

Thanks Mick. I struggled with the mystery light CA adds to every 'room'. My eventual solution was to add a light source set to "All Floors, black color, 100w illumination, no shadows (as I wanted interior lights to cast very visible shadows). Place that light in each outside "room" and turn off the sun. The above image is the result