SimTenero - Iray Memory Assistant
User Guide

1 - The "Nodes" tab provides information on Daz Figures and Nodes in your scene.

2 - The "SysInfo" tab displays details about your computer's available System memory and your video card's available memory, if that information is available (the script requires access to Daz Studio's log.txt file in order to obtain this information).

3 - Clicking a checkbox in the list of nodes will show or hide items in the scene. The numbers below will be updated automatically to reflect the change.

4 - The number of materials assigned to the node.

5 - The number of unique textures assigned to the node.

6 - The number of normal maps assigned to the node (this number is also included in columns 5 and 7). Normal maps require more memory than other types of textures, so it is worth noting which of your materials are using them.

7 - The number of texture instances assigned to the node (e.g., if the same texture is used as both a Specular Map and a Diffuse map, there are two instances of that texture assigned to the node. Using the same texture as a Diffuse map on multiple materials does not generate new instances).

8 - The number of faces in the node's geometry.

9 - The number of subdivision levels applied to the node's geometry. Subdivided surfaces require additional memory to store geometry information.

10 - The estimated number of faces that will be rendered, based on the number of raw faces and the SubD level applied to the node.

11 - Estimates for the total number of faces to be rendered in the scene, the impact of subdivided surfaces on system and video memory, and the amount of memory required to store the face information*.

12 - The number of unique textures, normal maps, and texture instances visible in the scene and an estimate of the system and video memory required to store them*.

13 - The number of visible materials, nodes, and normal maps in the scene and an estimate of the system and video memory required to render the scene at the resolution specified in Iray's settings*.

14 - When System and GPU memory information is available to the script (see #2), this area will display an estimate of the amount of memory still available after totalling the assets in the scene. If memory information is not available, this area will display an estimate of the current total memory requirements to render the visible assets in the scene. Please see "Estimates" below for more detail*.

*Estimates - Estimates are generated based on a number of variables, including scene geometry, texture instances, number of nodes and materials, render resolution, and Iray base memory requirements. Iray Memory Assistant will attempt to access information in Daz Studio's log.txt to improve the accuracy of these estimates. The Iray base requirement (referred to as the "Work Space") may be more accurate after a first render has been performed during the current Daz Studio session.

Estimates have been thoroughly tested to within a < +/-10% margin of error. However, both System and GPU memory can be impacted by other applications running and combinations of Iray settings can yield different baseline requirements. Actual memory use will vary from one system to the next. The estimates provided are meant as a guide for determining how different assets in your scene are affecting memory consumption.

Estimates provided are based on averages of standard texture and geometry types and on Iray's standard sampler (not architectural or caustic) with a medium texture compression setting of 512 and a high setting of 1024.