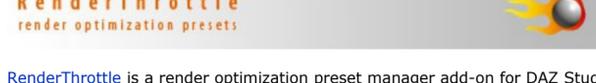


RenderThrottle

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RenderThrottle is a render optimization preset manager add-on for DAZ Studio.

Using RenderThrottle will most always render images faster than using the default DAZStudio *Render Settings* with comparable results when using the *Hi* preset and can be as much as **twice as fast**. This speed boost is achievable by giving you easy access to critical 3Delight parameters. The other presets allow you to quickly and easily render with test and preview images that can be **multiple times faster** than using the default *Render Settings* alone.

RenderThrottle also provides 4 customizable, and sharable render quality presets. The RenderThrottle options interface gives you control over what settings the given preset will affect. RenderThrottle can be made to only drive global render options, [UberEnvironment](#) specific options or both.

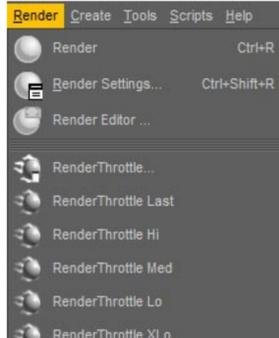
User Guide

Installation

DAZStudio will need to be re-started after running the installer in order to properly install the items in the Render Action Menu as described below.

After Installation, the [RenderThrottle](#) scripts can be run identically in two different ways. The Render Action Menu can be used, or the scripts can be run from the content browser as described below.

Render Action menu



The following options are available in the main *Render* menu.

RenderThrottle...
Launches the UI.

RenderThrottle Last
Render using the quality setting that was last used. If you last rendered with *Med* quality, *Med* quality will be used.

RenderThrottle Hi
Render using the *Hi* preset.

RenderThrottle Med
Render using the *Med* preset.

RenderThrottle Lo
Render using the *Lo* preset.

RenderThrottle XLo
Render using the *XLo* preset.

Content Browser

The same functionality found in the *Render Action Menu* can be found in the *Content Browser* if you prefer to work this way. The same options apply:

RenderThrottle Options
Launches the UI.

RenderThrottle Last
Render using the quality setting that was last used. If you last rendered with *Med* quality, *Med* quality will be used.

RenderThrottle Hi
Render using the *Hi* preset.

RenderThrottle Med
Render using the *Med* preset.

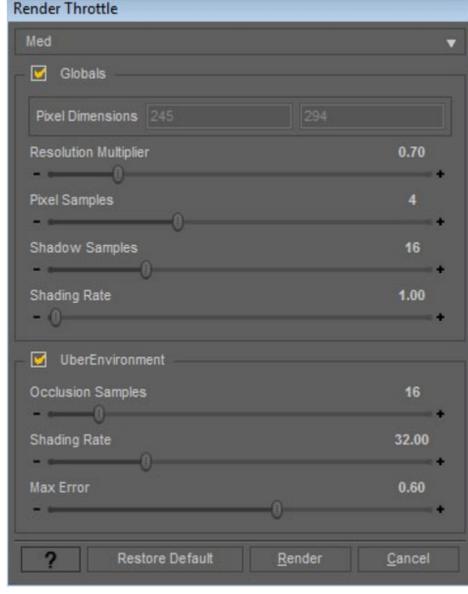
RenderThrottle Lo
Render using the *Lo* preset.

RenderThrottle XLo
Render using the *XLo* preset.



User Interface

The [RenderThrottle](#) exposes some of the key options found in the Render Setting pane in [DAZStudio](#). You will still use the *Render Settings* to determine final pixel dimensions. In order to give your presets maximum flexibility, the [RenderThrottle](#) presets will only store a **Resolution Multiplier** which allows you to easily render images at 1/2, 1/4, etc of their original size.



Creating Presets

Sane defaults are provided based on years of rendering experience for film and broadcast--this gets you rendering efficiently without having to read painful render documentation. Customized presets can be restored to the defaults at any time.

To create a preset:

1. Launch the [RenderThrottle](#) Options interface.
2. Select the preset you would like to edit from the top dropdown menu
3. Make changes to parameters as you like
4. The preset will be saved after hitting **Render**

Render Performance

RenderThrottle will vary greatly based on what is in your scene (lights/geometry/shaders/etc). Using [RenderThrottle](#) will most always render images faster with comparable results when using the *Hi* preset. The other presets allow you to quickly and easily render with test and preview images that can be **multiple times faster** than using the *Render Settings* alone.

Technical Info

[RenderThrottle](#) exposes a key render vs. quality control for 3Delight--**shading rate**. Unfortunately, [DAZStudio](#) uses a very low (un-changeable) default value of **0.2** leading to longer than needed render times. The [3Delight docs](#) state:

'Test renders should specify "ShadingRate? 4" or more. Final renders should use "ShadingRate? 1". Smaller shading rates are rarely needed and are often used by shaders that produce high frequencies'

More information on *shading rate* can be found in the [Advanced Renderman](#) book, or in the 3Delight docs.

Version Info

[RenderThrottle](#) should be compatible with [DAZStudio](#) versions 4.6 and above.