

# Render Settings

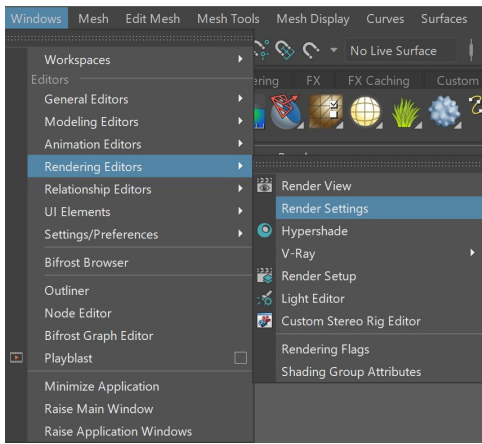
This page introduces render settings in V-Ray for Maya.

## Overview

The Maya Render Settings window hosts many V-Ray settings for both V-Ray and IPR. Depending on which render mode you are using, the available settings will change. For more information about choosing and setting up your renderer, please see the [Selecting a Renderer](#) section on the [Installation and Licensing](#) page.

UI Path: || Windows menu || > Rendering Editors > Render Settings

|| Windows menu || > **Rendering Editors > Render Settings**



||Maya status bar|| > Display render settings button



## Production Render Settings Tabs

V-Ray parameters are under several tabs in the Render Setup window. Additionally, each tab is divided into several rollouts.

### Common Tab

Common options for outputting files, like renders or textures.

### V-Ray Tab

Selection of options that determine how V-Ray renders your Maya scene.

### GI Tab

Selection and settings for primary and secondary GI engines, GI caustics.

## Settings Tab

Global settings including displacement and texture settings.

## Overrides Tab

Provides global parameters that override a variety of other V-Ray settings.

## Render Elements Tab

Creation and control of render elements for beauty pass compositing and post-production.

In V-Ray, the two tools that most greatly impact the balance of render quality vs. speed are the image sampler (under the V-Ray tab) and GI engine(s) (under the GI tab). Learning the basics of how these two features work will greatly enhance your ability to adjust settings in V-Ray and maximize image quality while keeping render times to a minimum. See the linked pages for explanations on how these features work.

## IPR Render Settings

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When IPR is used for rendering, V-Ray parameters are located under a single IPR tab. For more details on IPR as a whole, see the [Interactive Rendering | IPR](#) page.

## IPR Tab

Global settings including displacement and texture settings.