



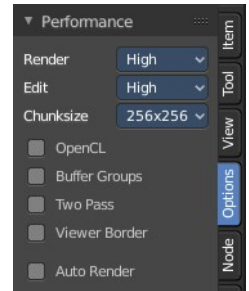
10.3.4 Editors - Compositor Editor - Sidebar - Options Tab

Table of content

| | |
|--------------------------------------|---|
| Options Tab - Performance panel..... | 1 |
| Render..... | 1 |
| Edit..... | 1 |
| Chunk size..... | 1 |
| OpenCL..... | 1 |
| Buffer Groups..... | 1 |
| Two Pass..... | 1 |
| Viewer Border..... | 1 |
| Auto Render..... | 2 |

Options Tab - Performance panel

In the Options tab you will find general options. The Performance panel provides you with general settings that improves the performance in the Compositor editor to get faster results.



Render

The quality when rendering the image.

Edit

The quality when editing the image.

Chunk size

The maximum size of a tile. Smaller tiles gives better distribution of multiple threads. But produces more overhead.

OpenCL

Use GPU for calculation. The graphics card must support OpenCL

Buffer Groups

Enable buffering of group nodes.

Two Pass

Use two pass execution during editing. First calculate fast nodes. Second pass calculates all nodes then.

Viewer Border

Use boundaries for viewer nodes and composite backdrop.

Auto Render

Re Render and composite changed layers on 3D edits.