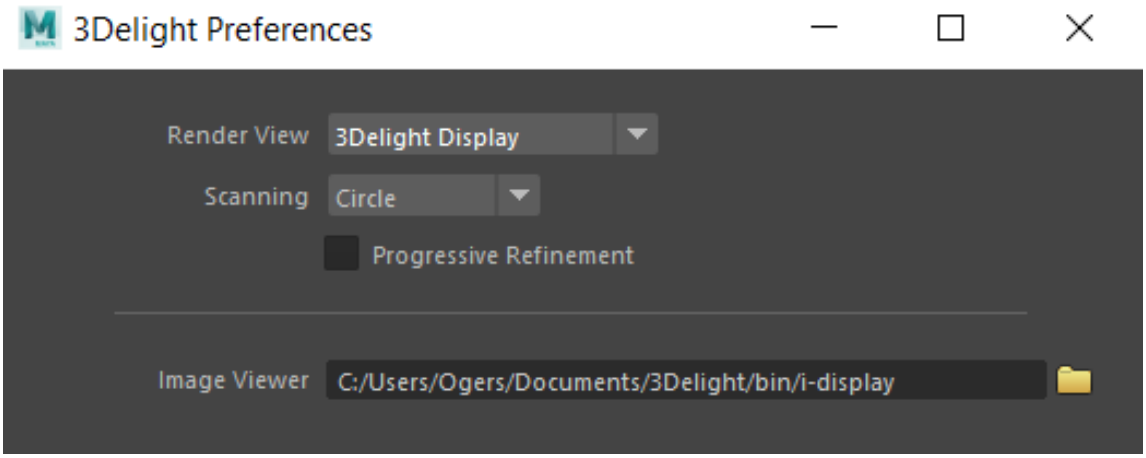
# 3Delight Preferences

The *3Delight Preferences* dialog offers options for a user to configure based on how he or she likes to use *3Delight* per his or her personal preference. As such, these settings:

- are independent of the scenes and projects the user is working on;
- have no effect on the resulting image from the rendering process (therefore, they do not affect the project a user is working on).

All the preferences listed here are ignored during batch rendering.

## The 3Delight Preferences Dialog




*Render View*

This option is for selecting the window or application that will be used to display the image layers while they are rendered during a normal or a live render.

*Scanning*

An image is rendered gradually in small groups of pixels called buckets. This option allows you to specify in what order the buckets are rendered. It applies to both normal and live renders. The default scanning is *Circle*. The available options are:

| Option | Description |
|---|---|
| Horizontal | Buckets are rendered row by row, from left to right and from top to bottom. |
| Vertical | Buckets are rendered column by column, from top to bottom, and from left to right. |
| Zigzag | Buckets are rendered row by row, from left to right on even rows, and from right to left on odd rows. |
| Spiral | Buckets are rendered in a clockwise spiral starting at the centre of the image. |
| Circle | Buckets are rendered in concentric circles starting at the centre of the image. |

*Progressive Refinement*

This options applies to normal renders only. It does not apply to *Live Render (IPR)* – a separate rendering technique allowing interactive manipulations with a different progressive approach. For normal renders, when this toggle is turned on, the rendering rapidly starts with a noisy image and refines it progressively until completed. *Progressive Refinement* has a slight overhead and may increase render time to complete the image by about 5 - 10%.

> Because of possible optimisations, images produced using this option may contain more noise / fireflies and differ slightly from renders without progressive refinements.
>
> And as a reminder: images produced through batch rendering are not rendered using progressive refinements, regardless of this user preference.

> When using *Progressive Refinement*, the *Filter Type* and *Filter Width* attributes (specified in the quality group of options of the rendering settings) are ignored in the initial rendering iterations. A simple Box filter with a width of 1 is used instead.

*Image Viewer*

The *Image Viewer* option specifies the location of the applications that will be launched to view images. The default application is *3Delight Display*.