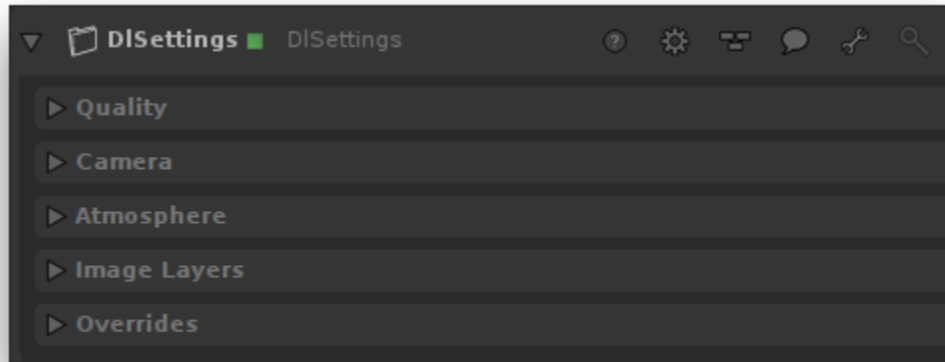# Render Settings - the DlSettings SuperTool

The *DlSettings SuperTool* presents render settings that complements the *Katana's RenderSettings* node offering. It also greatly simplify the task of defining image layers.



The settings are grouped in the following five categories:

- Quality - provides options that specifically affect the look of the image to be rendered.
- Camera - presents options that refine the description of the scene cameras.
- Image Layers - specifies the list of image layers (AOVs and multi-light) to be rendered.
- Atmosphere - specifies the atmosphere shader to be rendered.
- Overrides - accelerate the image rendering by temporarily turning off or scaling down costlier computations.

## Selecting the Resources for Rendering

By default, rendering is processed using the CPU on your computer. Yet, you have two other options for potentially much faster rendering: using 3Delight Cloud or using 3Delight Collective (which is a set of computers from your network). The selection of the ressource to use (and how much of it) is done in the Processing panel of 3Delight Display.