



# Kerkythea Rendering System

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## Render presets problem workaround

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**patricks**  
K-Hero

Posted: Fri Aug 04, 2006 10:00 am Post subject: Render presets problem workaround

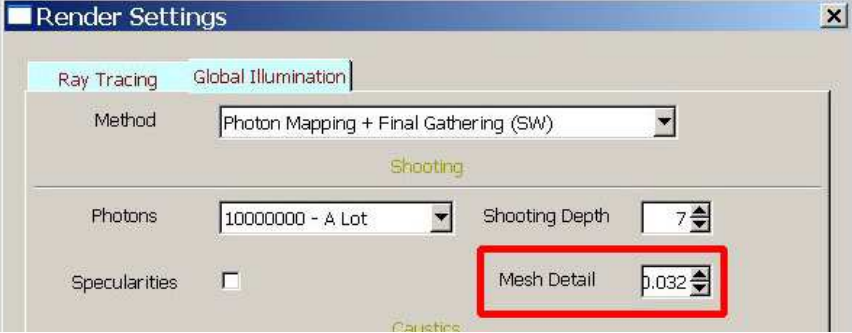
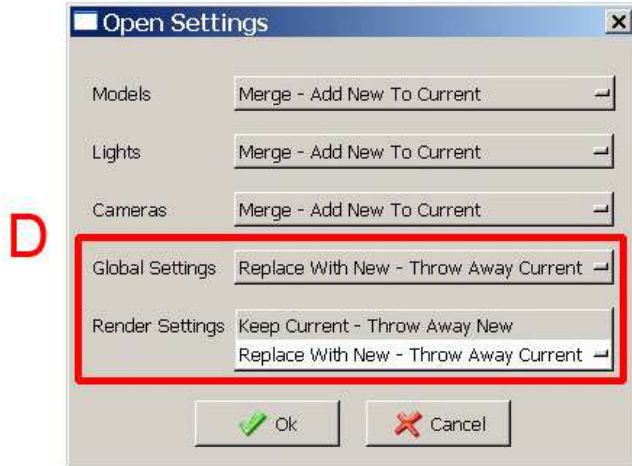
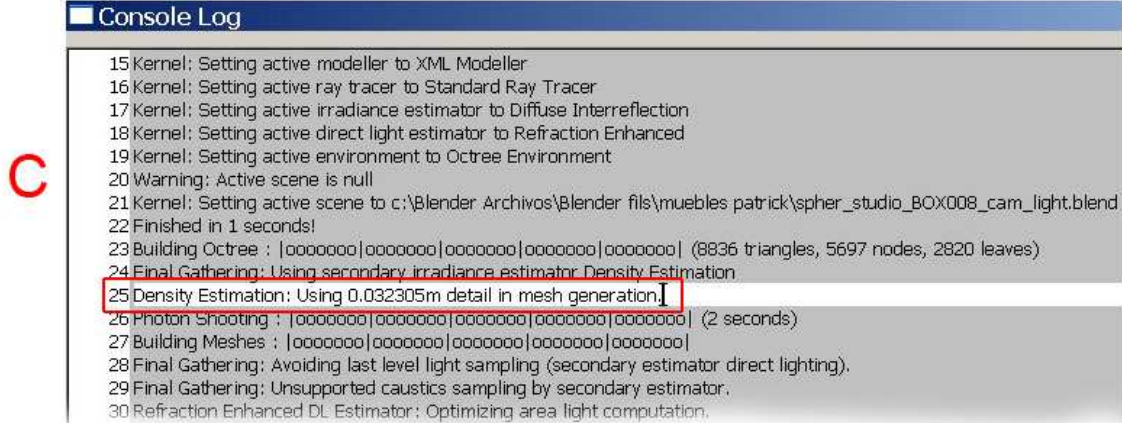
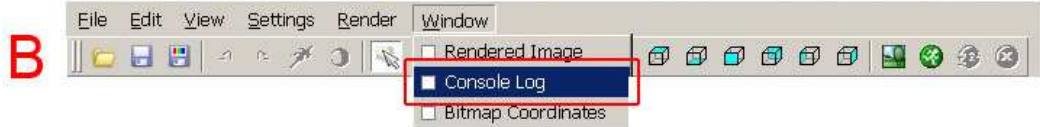


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Hello everybody

Claudio showed me a link to the SU forum were some people had problems using KT render presetting , specially when using GI High or GI Fine ( i think that other users also have found some problems with this settings )  
It is actually not a bug but rather a lake of optimisation in the density estimation 😊 (giannis will have a look at this )

But there is a workaround to use higher render settings without those problems ....  
please have a look at this screen captures and follow the instructions



**A** use the render presetting GI Medium and make your render . You can stop the process after "Building" has finished.(you can even use 200x200 resolution for this render 😊 )

**B** close the image window and open the console log

**C** look in the console loge for "Density estimation" and write down the number you see there ( this number changes depending on your scene )

**D** now go to File "Merge" and configure the merge options to merge a new reder setting .Navigate to the Folder "Render Settings" and use a preset like "GI High + AA" or "GI Fine +AA"

**E** After you have merged a new render preset , go to the GI panel and enter the density estimation number you have written down before in "Mesh detail".

**F** Now you can make your render , go to render and use "Custom Settings" and the resolution you want

That's it , now you should not have any problem when rendering  
good luck and hope it can help 😊

Greetings Patrick

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