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## Filter Size

Due to limited resolution of images and computer screens, pixel filters are needed to avoid Aliasing. This is achieved by slightly blurring the image t soften edges.

This Setting controls how much the image is softened; lower values give more crisp renders, higher values are softer and reduce aliasing.

## **Transparent**

Render the background transparent, for compositing the image over another background after rendering.

## Overscan

Percentage of the render size to add to the internal render buffer. This will have a serious impact on performance but can fix render glitches around the perimeter of the rendered image.

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