Clamping

Reference
Panel: Render ‣ Clamping

Surface

Direct Light

This option limits the maximum light intensity a surface can reflect. It reduces Aliasing noise and Fireflies at the cost of accuracy. Setting this option to 0.0 disables clamping altogether. Lower values have a greater effect on the resulting image than higher values.

Indirect Light

Similar to **Direct Light** but limits the maximum light intensity reflected using ray-tracing and light-probes.

> Note
>
> These options provide a way to limit Fireflies and Aliasing of highly reflective surfaces and dense volumes. However, note that as you clamp out such values, other bright lights will be dimmed as well.
>
> Care must be taken when using this setting to find a balance between mitigating fireflies and losing intentionally bright parts.

Volume

Direct Light

The same as *Surface Direct Light* but for volume direct lighting.

Indirect Light

The same as *Surface Direct Light* but for volume indirect lighting.