Sampling

The quality of the renders can be adjusted by changing the Anti-Aliasing method. A different one can be selected for the 3D Viewport, viewport rendering and for final rendering.

The setting for the 3D Viewport is a user preference to specify the anti-aliasing method that runs best on the used system. The setting for viewport rendering and final rendering is saved per scene.

Reference

Panel:

Render ‣ Sampling Preferences ‣ Viewport

No Anti-Aliasing

With this option selected no anti-aliasing will be applied.

Single Pass Anti-Aliasing

Scene will be rendered with a post-process anti-aliasing pass.

Multisample

The scene will be rendered multiple times with a slight offset. The anti-aliasing will be gathered from the multiple renders. The number of samples a predefined so it uses the best distribution of the samples.

5, 8, 11, 16, 32

> **Tip**
>
> Multisample anti-aliasing is well suited for rendering small details like hair.

Progressive Viewport Rendering

For the 3D Viewport, one sample is rendered at a time. When there are no changes to the scene or viewport the next sample will be rendered.

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