

Reference

Panel:
Render ▸ Subdivision

Note

These settings are only available if [Experimental Feature Set](#) is turned on.

These settings are used to control [Adaptive Subdivision](#).

Dicing Rate Render, Viewport

Size of [Micropolygons](#) in pixels for the final/viewport render.

Offscreen Scale

Multiplier for dicing rate of geometry outside of the camera view. The dicing rate of objects is gradually increased the further they are outside the camera view. Lower values provide higher quality reflections and shadows for off screen objects, while higher values use less memory.

Max Subdivisions

Stop subdividing when this level is reached even if the dicing rate would produce finer [Tessellation](#).

Dicing Camera

Camera to use as reference point when subdividing geometry, useful to avoid crawling artifacts in animations when the scene camera is moving.