

10.3.9 Render - Cycles Render Engine - Features

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Features

This page offers a comparison of available features on CPU, CUDA and OpenCL.

Feature	CPU	CUDA (NVIDIA GPU)	OpenCL (AMD GPU)
Basic Shading	✓	✓	✓
Transparent Shadows	✓	✓	✗
Motion Blur	✓	✓	✓
Hair	✓	✓	✓
Volume	✓	✓	✗
Smoke / Fire	✓	✗	✗
Subsurface Scattering	✓	✓	✗
Open Shading Language	✓	✗	✗
CMJ sampling	✓	✓	✗
Branched Path integrator	✓	✓	✗
Displacement / Subdivision	✓ (experimental)	✓ (experimental)	✓ (experimental)

Experimental Features

Experimental features are disabled / hidden by default, but can be enabled by setting *Feature Set* to *Experimental* in the Render properties. They may not work properly, crash Blender or change their behaviour in later versions.

