

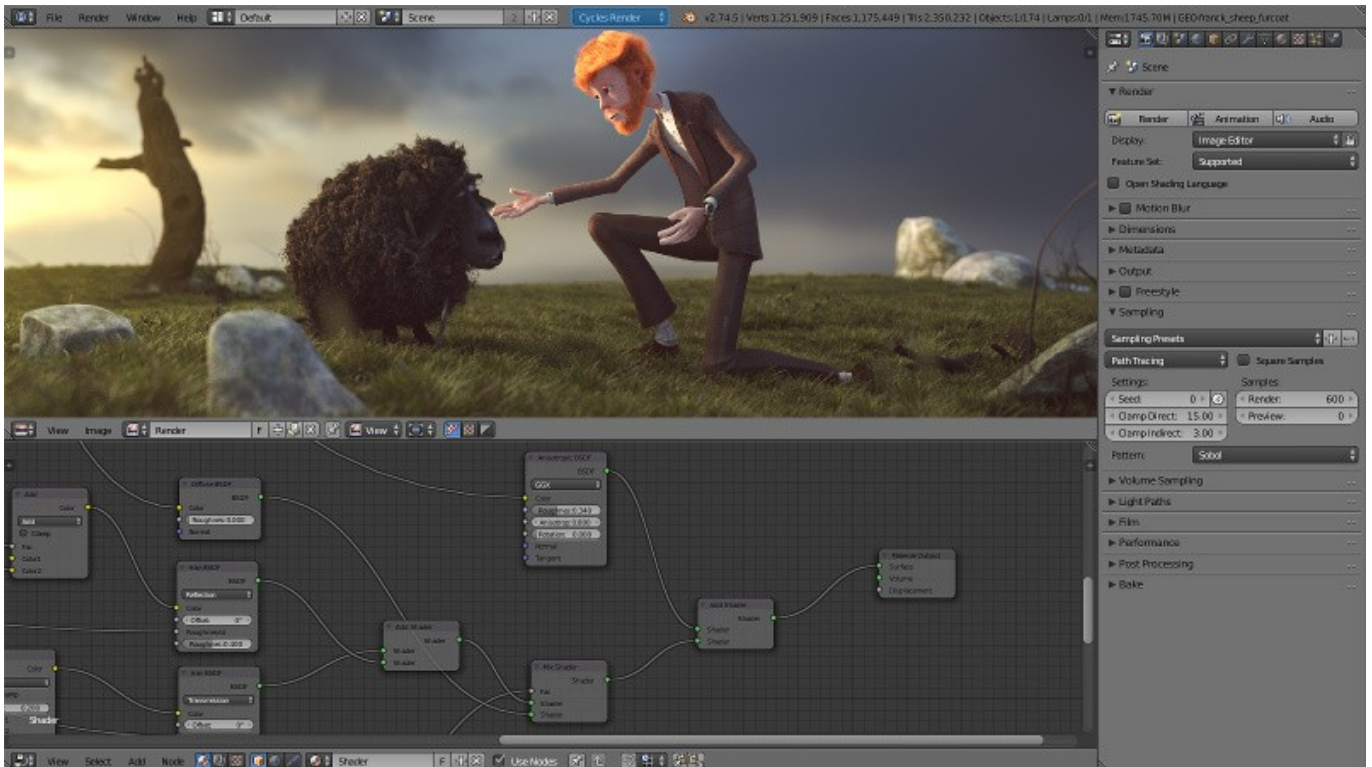
10.3.1 Render - Cycles Render Engine - Introduction

Cycles Render Engine.....	1
Introduction.....	2

Cycles Render Engine

- Introduction
- Render Settings
 - Integrator
 - Light Paths
 - Render Layers and Passes
 - Motion Blur
- Materials
 - Introduction
 - Displacement
 - Surface
 - Volume
 - Texture Editing
- Nodes
 - Introduction
 - Input Nodes
 - Output Nodes
 - Shader Nodes
 - Texture Nodes
 - More Nodes
- World
- Lamps
- Camera
- Reducing Noise
- Features
- GPU Rendering
- Open Shading Language
- Render Baking

Introduction



Cycles is a ray tracing renderer focused on interactivity and ease of use, while still supporting many production features.

It is bundled as an add-on that is enabled by default. To use Cycles, it must be set as the active render engine in the top header. Once that is done, interactive rendering can be started by setting a 3D view editor to draw mode Rendered using **Shift-Z**. The render will keep updating as modifications are done, such as changing a material color, changing a lamp's intensity or moving objects around.

Cycles may be able to use your GPU to render. To see if and how you can use your GPU for rendering, see the documentation on *GPU Rendering*.

See also

Developer documentation is also available.

<http://wiki.blender.org/index.php/Dev:2.6/Source/Render/Cycles>