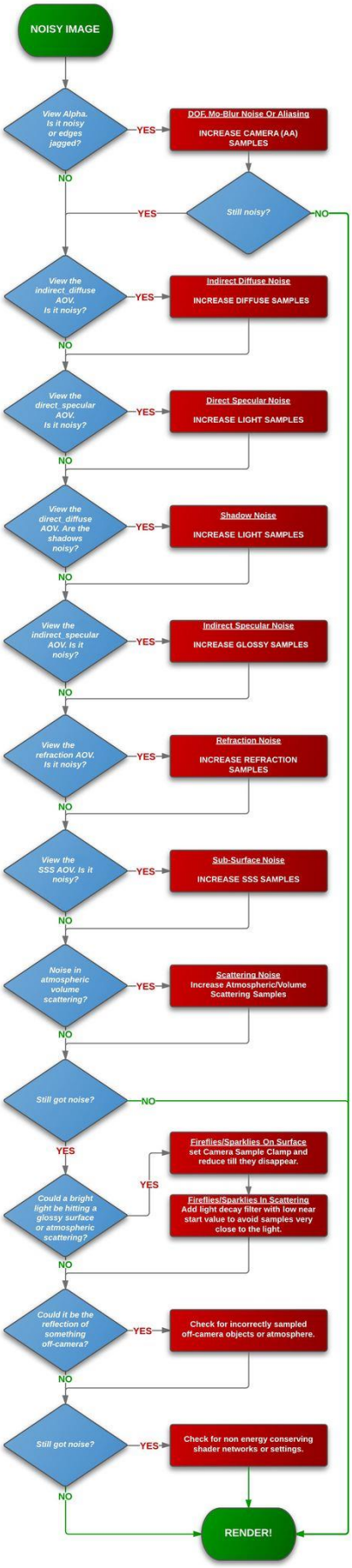
NOISY IMAGE
View Alpha. Is it noisy or edges jagged?
YES
DOF, Mo-Blur Noise Or Aliasing
INCREASE CAMERA (AA) SAMPLES
NO
Still noisy?
YES
NO
View the indirect_diffuse AOV. Is it noisy?
YES
Indirect Diffuse Noise
INCREASE DIFFUSE SAMPLES
NO
View the direct_specular AOV. Is it noisy?
YES
Direct Specular Noise
INCREASE LIGHT SAMPLES
NO
View the direct_diffuse AOV. Are the shadows noisy?
YES
Shadow Noise
INCREASE LIGHT SAMPLES
NO
View the indirect_specular AOV. Is it noisy?
YES
Indirect Specular Noise
INCREASE GLOSSY SAMPLES
NO
View the refraction AOV. Is it noisy?
YES
Refraction Noise
INCREASE REFRACTION SAMPLES
NO
View the SSS AOV. Is it noisy?
YES
Sub-Surface Noise
INCREASE SSS SAMPLES
NO
Noise in atmospheric volume scattering?
YES
Scattering Noise
Increase Atmospheric/Volume Scattering Samples
NO
Still got noise?
NO
YES
Fireflies/Sparklies On Surface
set Camera Sample Clamp and reduce till they disappear.
YES
Could a bright light be hitting a glossy surface or atmospheric scattering?
Fireflies/Sparklies In Scattering
Add light decay filter with low near start value to avoid samples very close to the light.
NO
Could it be the reflection of something off-camera?
YES
Check for incorrectly sampled off-camera objects or atmosphere.
NO
Still got noise?
YES
Check for non energy conserving shader networks or settings.
NO
RENDER!