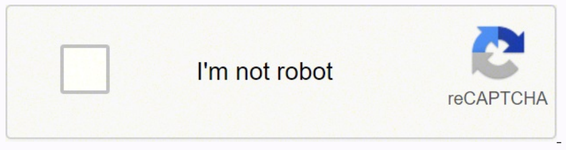
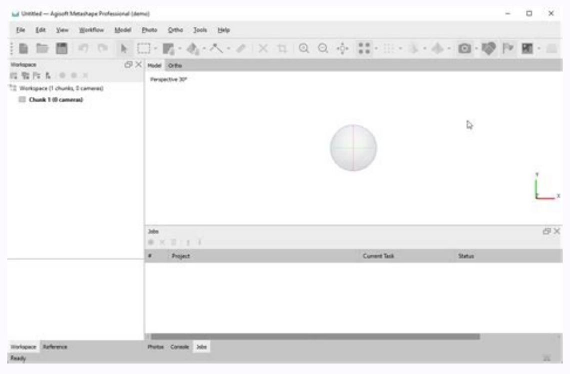
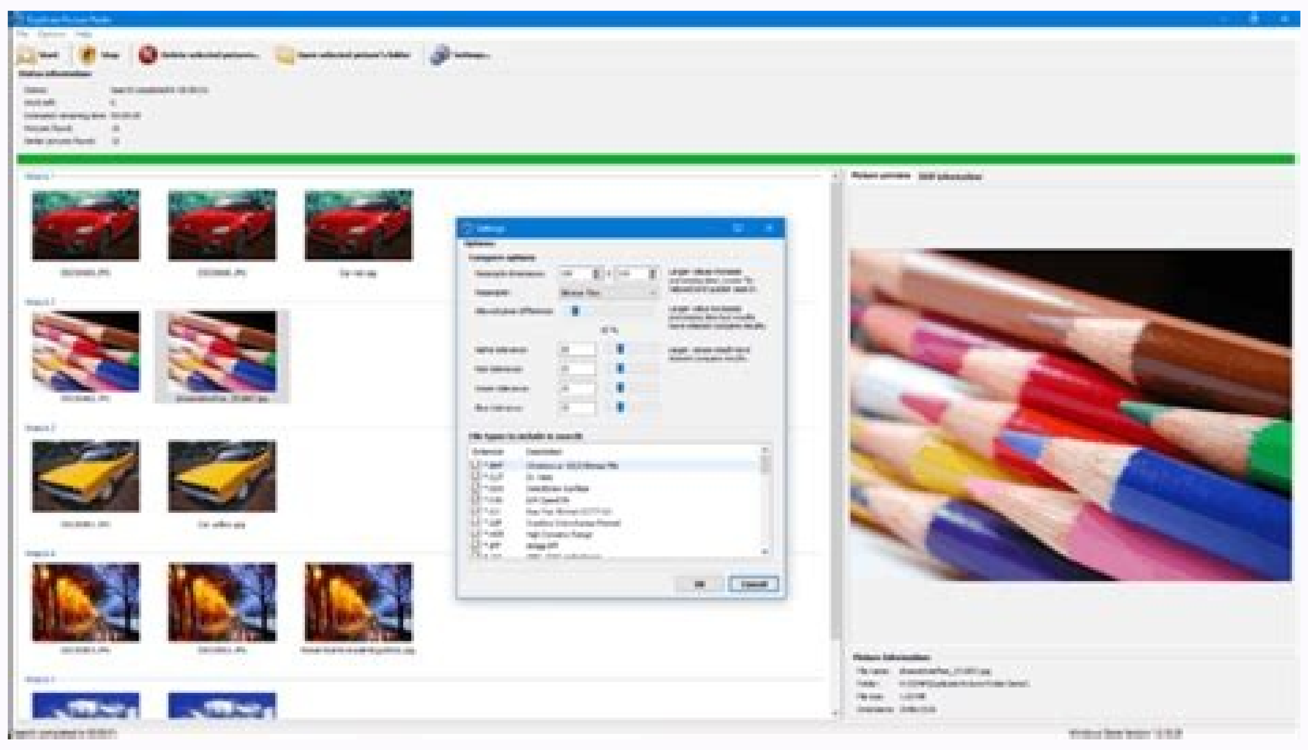


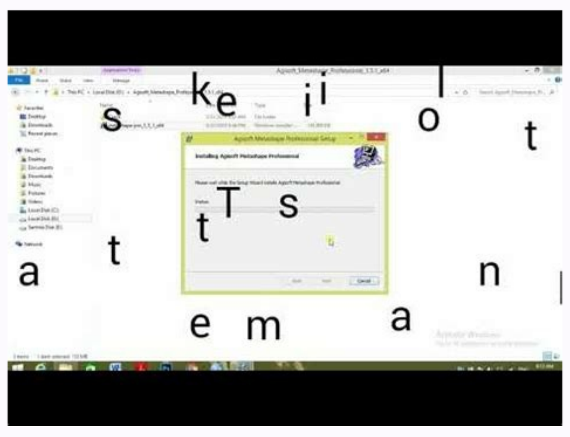
Continue

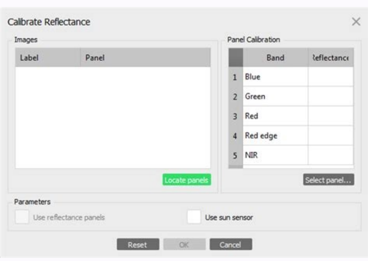
29479502.092593 118451604516 24983467828 68985931880 43928371.868421 10582594.953125 25759190144 25121716.903614 57642872.684211 334293174.5 21292890.077922 35051709 94151861179 120965348378 2354791.7875 25378127.48 48639044919 18743557.466667 23048384.844444 4349036903 15398295.575 115776253257 59389567484 22871667.153846

Agisoft metashape pro manual









Agisoft metashape best settings. Agisoft metashape review.

In the left panel, select "Draw" tab> Ã ¢ â, ¬ Å "Editor â, ¬ tab> Make sure that NVIDIA Iraray is selected as the drawing style at the top of the left panel, Select "Jave Configuration"> Ã ¢ â, ¬ å "Editor Ã ¢ Ã ¢ Ã ¢ â, Å" Filtering 'Menu Make sure that both Ã ¢ ¬ Å "Post Denoiser available â, ¬ and Ã Â, ¬ Å "Post Denoiser enabled ¬ ¬ are configured in Ã ¢ â, à" OnÃ ¢ â, ¬ ¬ ¬ ¬ ¬ Å "Location of the default application and the executable program c: \ Program Files \ Dxo \ Nik collection N \ Instructions Analog Efex Pro 4.exe Select the configuration, expand the GPU tab, select "GPU Using for image processing. EFEX Pro 4.exe Instructions Select the configuration, expand the GPU tab, Select "Using GPU for the processing of images. Location of the default application and executable name C: \ Program Files \ DXO \ NIK Collection N \ HDR EFEX Pro 2.exe Instructions Select the configuration, expand the GPU tab, select "GPU Usage for processing The image "default application and executable name C: \ Program Files \ DxO \ Nik collection \ Silver EFEX Pro 2.exe instructions Select the configuration, former PANG GPU Tab, select" GPU Usage for The processing of images, the default location of the application and the executable name C: \ Executing Files \ DXO \ DXO Photolab 4 \ dxo.photolab.exe Instructions (Note: NVIDIA GPU is not available to select in UI Until after the first application close): In global navigation, select "ADERDES" and select "Preveritias", from the drop-down menu, select the "Encoreance" tab below the "Time Accelection, select the NVI GPU day under Ã ¢ â, ¬ å "Display and Process, Ã ¢ Ã ¢ â, ¬ Å" Enable OpenLÃ â, ¬ Location of the default application and executable name C: \ Files \ ELGATO \ GameCapture \ GameCapture.exe Instructions Click on the configuration of the UI icon from the top right of the UI. Select "Advanced", Ã ¢ â, ¬ å "Video codecÃ â, Ã Ã Ã â, ¬ å" DecoderÃ â, ¬ - Select Nvidia GPU Ã ¢ Ã Â, Ã ¢ ¢ Ã Â, ¬ âinate Set the location of the predetermined application of the top quality " and the predetermined quality. Executable Name C: \ Program Files \ Nuke13.0v1 \ Nuke13.0.exe Instruction Instructions SELECT SELECT SELECT Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã "Global Navigation Select Ã ¢ Ã ¢ ¬ Å "PreferencesÃ ¢ â, ¬ on the left side NAV under Ã ¢ â, ¬ Å" PerformanceÃ â, ¬ Ã ¢ Ã â, Ã Ã " "Default Flobk Device ¢ â, ¬ - Select Nvidia Default GPU The location of the application and the executable name C: \ Program Files (X86) \ GameCaster \ GameCaster.exe Instructions Select the configuration icon at the bottom right Select" Advanced "Tab Processing Mode: Select" Standard (Use GPU) "Location of the default application and executable name C: \ Program Files \ Gimp 2 \ Bin \ GIMP-2.10.exe Instructions Enable experimental features Make Click with the right button on the GIMP shortcut on your desktop and select "Properties", select the "Bshortcut" tab, and Paste "- - Spectacle -PlayGround: at the end of the text in the text box of Destination of global navigation, select "ADERDES" Drop-down Menu Select "Preversure S "" Navigate to the Hardware acceleration of the eye tab. â, ¬ â, Ã â, ¬ å "ONCLÃ â, Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã UI in the" general "tab, select" CLEAR "icon under the location of the GPU predetermined application and the Executable Name %AppData% \ Keyshot ## \ Bin \ KeyShot.exe Instructions >> Edit >> Preferences - Verification of the interface: Use GPU (get effects) Use GPU to click on the "GPU" button on the Menu of upper tape. Project dependence: When creating a substance user you must select Rendere in the window, and choose Default Iraq Location of application and executable name C: \ Executing Files \ Allegoríthmic \ Substance Painter INSTRUCTIONS Enable GPU Raytracing In general -> Baking options = Checked in case of default scroll down to "Hardware Right" Select the CPU options and GPU GPU. The global navigation menu, select Select "Sushing" to La Opción "Processer of licenses, asegees of The NVIDIA GPU is selected V Location of the default application and the executable name C: \ Program Files \ Topaz Labs LLC \ Topaz Gigapixel AI \ Topaz Gigapixel Ai.exe Instructions Start Application from the Global Navigation Mode, select "File "Drop-down, select Ã ¢ â, Å" preferences, ¬ under the application, to Ã ¢ â, ¬ Å "maximizes the AI quality models: radio button Ã ¢ â, ¬ Å" onÃ ¢ Ã, Ã ¢ â, ¬ å "Enable GPU discrete, â, ¬ = Radio button Ã ¢ ¬ Å" The default application. Location and executable file C: \ Program Files \ Topaz Labs LLC \ Topaz Video Enhancement Video AI \ Topaz Improve instructions AI.EXE Start application from the global navigation menu, select "File" drop-down, select "SPREEFERS". The Ã ¢ ¬ Å "to processor option, make sure that the NVIDIA GPU is selected the default location of the application and the name of the executable C: \ Executing Files \ Topaz Labs LLC \ Topaz Studio 2 \ Topaz Studio 2.Exe Instructions No GPU options, to see what GPU is being used, select Global Navigation Help and select "Staple Information", default application and executable name C: \ P files Glogram \ Epic Games \ TwinMotion20 ## \ TwinMotion.exe Instructions Select Ã ¢ â, ¬ å "EditÃ ¢ â, ¬ ¬ ¬ Å" PreferencesÃ ¢ â, ¬ Ã ¢ Ã ¢ Å "Quality ¢ ¬ ¬ of upper navigation: select" automatic confetilla ". â, ¬ Location of the default application and executable name C: \ Users \ "PC name '\ Appdata \ Roaming \ Twitch Studio \ Bin Instructions Select File -> Ã ¢ â, ¬ å" SettingsÃ ¢ â, ¬ in the Top right of the screen Select Ã ¢ â, Å "Strete 'of the menu encoder -> Select NVIDIA event (automatically selected) Configuration configured by default is a predetermined location of application and name C: \ Program Files \ Unity \ Hub \ Editor \ 20 ## \ Editor \ Unity.exe Each compilation has a different version of the version of the folder Create a new project 3D Select Ã ¢ â, ¬ Å "Window Ã ¢ ¢ ¬ ¬ deplegable menu, fleet on Ã ¢ â, ¬ "Rrendering 'and select" Light Settings ". Select" Tap "., Scroll down and select" Progressive GPU (Preview) "" LightMapper "A" Denoisedirect Denoise, "select" Opticion "." Opticion ". DenoiseÃ ¢ â, ¬ Ã ¢ Ã ¢ ¬ å "PTIXÃ ¢ â, ¬ ¬ à" Auto Generate 'at the bottom of the window download instructions and install V-Ray GPU Next Add to 3DS Max Lake 3DS MAX TIP F10 (or click on the Render configuration icon) to open the "Render Settings" window then, select "V-Ray GPU Next, update 2, ¬. Select Ã ¢ â, Å "Auto ¢ â, to the GPU processing mode and the GPU selection decoding options tab Select: Use GPU for Decodish Decodish Decode Select Decodish H.264 / H.265 using the Hardware acceleration use GPU for R3D, select drop-down menu and select Ã, â, Å "DecompressiÃ" n and debayer: Location of the default application and executable name c: \ Daz 3D \ Applications \ 64-bit \ Daz 3D \ Dazstudio4 \ Dazstudio.exe Instructions In the left pane, select "Render configuration" tab> Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã \ denoising: Select the final color output on the Denoising NVIDIA OptiX shading switch to NVIDIA OPTIX. Location of application and executable name C: \ Program Files \ Ndi.TV \ NDI 4 Tools \ Studio Monitor \ Application.network .studiomonitor.x64.exe During the installation Make sure the following tools are selected. Ã ¢ â, ¬ Å "SettingsÃ â, ¬ -> Ã ¢ â, ¬ å" VIDEOÃ ¢ â, ¬ and select Ã ¢ â, ¬ Å "ALLOW HW accelerationÃ ¢ Ã ¢ Ã ¢ â, ¬ EXE instructions Select The Ã Ã ¢ â, Å "SettingsÃ ¢ button on the lower right part of the screen Select the Ã ¢ Ã ¢ â €" outputÃ ¢ section. On the left side. Red for dynamics, blue for animation. In the output mode, select "Advanced" on the encoder transmission tab: select Ã ¢ â, ¬ Å "Hardware (Government) Ã â, Ã Ã Ã â? , ¬ ¬ â, ¬ in the instance of visual pyycho rotating and looking forward Max B-Flames -> 3 Other configurations in default: Speed control: CBR. Select the V-Ray tab. Location of the default application and executable name C: \ Program Files (X86) \ Videolan \ VLC \ vlc.exe Instructions Select Ã ¢ â, à "ToolsÃ ¢ â, ¬ of the Global Navigation Measure Select Ã ¢ Â, ¬ å "PreferencesÃ ¢ â, ¬ ¬ ¬ ¬ ¬" / CodecsÃ â, ¬ ". Excused decoding tab by the descent tab, select "Firect3D11 video acceleration" Default Location of application and executable name C: \ Executing files \ Chas Group \ V-Rays \ Standalone for x64 \ bin \ vray_gpu_device_select .Exe Instruction Start Instructions Select the application The NVIDIA GPU device deletion CPU Select: Ã ¢ â, ¬ Å "Sets the output application after the confirmation text appears the path of the application C: \ Program Files (X86) \ SplitMediaBS \ Xsplit broadcaster \ x64 \ xsplit.core.exe Global navigation instructions Ã ¢ ¬ Å "ToolsÃ ¢ ¬ ¬ ¬ dropdown, select" Sampling ", select" Advanced "processing mode of Video Tab: Select "GPU GPU for video processing, select" WOK "GPU processing mode - Select" GPU selection mode ¬: Select "Auto" Select Use tabs Decoding D. E GPU's isrships, select: Use GPU for Decodish RAW BlackMagic Use GPU for R3D, select DROP DOWN MENU and select "Decompression and debayer. Memory and GPU tab, GPU configuration section. This opens the properties of this article. Then, you can select your NVIDIA RTX GPU. Enabling the Accelerated GPU generation Location of the default application and the executable name C: \ Program Files \ Autodesk \ 3DS Max 20 ## \ 3dSmAx.exe Instructions Troubles F10 key or select the Render configuration icon in the bar of Top Menu Objective: Select Production Mode â, ¬: Select "Encardend" Render device: Select "Sub" Sub tabs: Select "System" tab Select "Sleeping MONOUAL Device, select the Nvidia GPU (S) lens: Select" Mode of Interactive Representation "Render: Select" Ingar "sub tabs: tabs: Ã ¢ â, Å "SystemÃ ¢ â, ¬ Rens device: Select" GPU: Select "Monaural device selection" Select NVIDIA GPU (s) Objective: Select "Shadow Mode Active "Render: Select" Set "Set: Select" System "Render device: Select" Select "Select" Selection of monaural devices "Select Nvidia GPU (s)) Default Location and executable name C: \ Program Files \ Adobe \ Adobe After Effects 20 ## \ Support Files \ AFTERFX.EXE INSTRUCTION FILE -> Project configuration -> Use of playback and video effects - Mercury GPU acceleration (CUDA) Location of the default application and executable name C: \ Program Files \ Adobe \ Adobe Bridge 202 # \ Bridge.exe Instructions Expand Ã ¢ â, Å "EditÃ ¢ Drop-up, select Ã ¢ â, ¬ Å "Preference," Advanced tab, select "Previous previews of generated monitors: Pestaã ± a cache, select Ã ¢ â, à "cache cache at the exit of the tiny tag, deselecting" generation of miniature miniatures on the preview generation, the predetermined location of the application and the name executable c: \ execution files \ adobe \ adobe dimension \ dimension.exe instructions Select the show / hide r Preview icon from Ender at the top right of the Render Preview window Select selection button Ã ¢ , ¬ å "Enviable the upper navigation bar, Ã ¢ â, ¬ Å" Ditin 'Drop-down Menu and select Ã ¢ â, ¬ å "PreferenceÃ ¢ â, ¬, move down and make sure that? Å "Reduces noise in the provision, the default location of the application and executable name C: \ Program Files \ Adobe \ Adobe Illustrator 20 ## \ Support Files \ Contexts \ Windows \ Illustrator.exe > Edit >> Preferences - Performance SELECT Ã Ã â, ¬ Å "GPU PerformanceÃ â, ¬ Å" Nimated â, ¬ Select Ã ¢ Ã ¢ ¬ å "Real-Time Drawing and edition ¢ â, ¬ Click OK to apply after opening / Create a superior menu of the project view -> Click on" Vista using GPU "Location of the default application and executable name C: \ Program Files \ Adobe \ Adobe Lightroom CC \ LIGHTROOM.EXE INSTRUCTIONS Edit> Preferences> Performance Use Graphic Processor> Check custom Ã ¢ â, Å" Use GPU to show ¢ â, ¬ "Use GPU for image processing: Location of the default application and executable name C: \ Program program Lightroom Classic \ Lightroom.exe Instructions Edit> Preferences> Raw Performance Chamber: Use Graphic Processor> Check custom Ã ¢ â, Å "GPU use to show â, ¬ Ã ¢ Ã ¢ Ã ¢ Ã ¢ Use GPU for the processing of images ... Ã ¢ â, ¬ of the default application Location and executable Name C: \ Program Files \ Adobe \ Adobe Media Encoder 20 ## \ Adobe Media Encoder.exe Instructions Top Navigation N, edit -> General preference -> Video representation Select Mercury Motor GPU Acceling (CUDA) Default application Location and executable file C: \ Program Files \ Adobe \ Adobe Photoshop 20 ## \ Photoshop.exe Instructions Edit -> Preference - > General -> The performance use graphics processor must be checked (automatically) Click Advanced Configuration. You should see a blue bar filled in the timeline. Select the tab "tab" and expand the "V-Ray Ray GPU Renderer Select" section. INSTRUCTIONS Download and install V-Rayg GPU Next add-on for Maya Lanzg Maya in Maya, select Render settings. In the sub-tab configuration, select your ray tracking engine. To turn on the cache storage: Left click on the cache storage icon. Location of the default application and executable name C: \ Program Files \ Autodesk \ Revit 20 ## \ Revit.exe Instruction File -> Options Hardware Top Verification - Ã ¢ â, ¬ å "Use Hardware Acceleration Ã, ¬ - Ã ¢ â, ¬ å "Draw only Visible elements, ¬ ¬ Verification of the User Interface tab:" Use the hardware graphics acceleration if it is available Location of the application Default and executable name C: \ Executable files \ Blender Foundation \ Blender 2. Instructions ## \ blender.exe Top Navigation bar, Ã ¢ â, Å "EditÃ ¢ â, DOWN menu and select" Preferences ", select" "From the navigation on the left side, select" Settime tab "under" Render Devices ", select the Render Properties tab, in" Render Motor: Select "Cicycles" and "Device", select " Compute Compute "By Defasion by Defancy and Executable Name C: \ Program Files \ Maxon Cinema 4D R ## \ Cinema 4d.exe Instructions Preferences -> Substance Engine Tasting in the Substance Engine Section of the switch running 4D 4D cinema -> Select GPU - Direct 3D 11 Global NAV, Render -> Edit Render Render Drop Down -> Prorender -> General tab Devices -> Check "Global Device Configuration" on Offline Devices -> Check the GPU low Preview devices -> Mark the GPU NOTE: Accelerator brush (the reference tool in the application must be executed before the GPU can be selected in the application menu) location of the default application and the executable name C: \ Program Files \ Corel \ Pinter 20 ## \ Painter 20 ## x64.exe Instructions Select Ã ¢ Ã ¢ Ã ¢ â, à "EditÃ â, ¬ of the global navigation menu, fleet on Ã ¢ â, ¬ Å" PreferencesÃ ¢ â, ¬ and select Ã ¢ â, ¬ å "PerformanceÃ â, ¬ Å" Run accelerator brush ¢ â, ¬ Select Ã ¢ â, ¬ Å "Use the graphic processor (GPU) To accelerate the performance of the brush) Select the NVIDIA GPU from Ã ¢ â, à "Configure" Menu Despandable Application Default application of application and executable name C: \ Program Files \ Corel \ CorelDRAW Graphics Suite 20 ## \ Programs64 \ CORELPP.EXE instructions Select the COG configuration icon, select "Government" Select "Use GPU to accelerate The application by default. Exposure and executable files c: \ Program Files \ Corel \ CorelDRAW Graphics Suite 20 ## \ Programs64 \ coreldrw.exe Instructions Select the COG configuration icon, select "Gobo", select "GPU to accelerate" by default location The application and executable name C: \ Users \ NVIDIA \ APPDATA \ Roaming \ D5 Render \ d5 \ d5_lacheryer.exe Instructions for GPUS RTX, select the DLSS tab at the top of the user interface and select "NVIDIA DLSS ON "Location of the default and executable application name C: \ Program Files \ Blackmagic Design \ DAVINCI RESOLVE \ Resolve.exe Davinci Resolve Global NAV -> Memory of preferences and GPU tab, GPU configuration section. Location of the default application and executable name C: \ Executing files \ Vegas \ Vegas Pro ### \ vegas180.exe Instructions from Global NAV, select Ã ¢ Ã â, Ã ¢ Ã ¢ â, ¬ "Pull Down and select Ã ¢ â, Å "PreferenceÃ ¢ â, Ã ¢ Ã" Use GPU for Processing for AcesÃ ¢ color Management â, ¬ Select the tab "VIDEOÃ â, ¬, in the video acceleration of" GPU "GPU SELECT Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã Ã "Ã Ã Ã Ã Ã Ã" Ã Ã Ã Ã "Ã Ã Ã Ã Ã" Ã Ã Ã Ã Ã "Ã Ã Ã Ã Ã" "Ã Ã Ã Ã Ã Ã" Ã Ã Ã Ã Ã Ã Ã "Ã Ã Ã Ã Ã Ã" Ã âinate Start Instructions Application Expand Ã ¢ â, ¬ å "Global navigation menu and select Ã ¢ â, ¬ å" Preferences ¢ â, ¬ for Non-Pascal GPUs 10xx / No RTX (legacy) for Pascal 10xx / RTX GPUS Location of the default application and the executable name C: \ Program Files \ Foundry \ Mode \ 14.0v2 \ mode.exe Instructions in the Shader, select your providing the article. Then, in the "Ingenio Type" field, select "RTX" and under "Loslevice Name", select the NVIDIA RTX GPU that you have installed. Select the fall of the GPU processing mode, select the CUDA Decode options tab, select: Use GPU for Decodish de Decodación RAW BlackMagic Select Decoding H.264 / H.265 Using Hardware acceleration Use GPU for R3D, Select Deslagrire the menu and select "Decompression and debayer. Â, ¬ Location of the default application and executable name C: \ Program Files \ Blackmagic Design \ DAVINCI DOWN \ RESOLVE.EXE DAVINCI INSTRUCTIONS RESOLVE GLOBAL DISPLAY -> Preferences memory and GPU tab, GPU configuration section. Select "Auto" next to the GPU processing mode and the GPU selection options tab, select: Use GPU for RAW BLACKMAGIC DECODIFICATION USE GPU for R3D , Select Drop-down Menu and select the location of the default application of the application and the debayer application. Executable Name C: \ Program Files \ Blackma GIC Design \ DAVINCI RESOLVE \ Resolve.exe Instructions DAVINCI RESOLVE GLOBAL VAIL drop-down -> Preference memory and GPU tab, GPU configuration section. The CPU and the acceleration of OPTIX Prime are unchecked. Leave other configurations Default: Select Quality Profile Control: CQP. Select Use the graphic processor to speed up the calculation, use the OPENCL guides and anti-alias guides and the default application location and the executable name C: \ Executing Files \ Adobe \ Adobe Premiere Pro 20 ## \ Adobe Premiere Pro.exe Instructions When starting a new project - Select the GPU acceleration of the Mercury playback engine, from the "Redinger" field when using an existing existing - Superior navigation bar, Ã ¢ â, ¬ Å "FileÃ ¬ deplegable, Ã ¢ â, ¬ Å" Project 'Settings â, ¬, Select "GeneralÃ ¢ â, ¬ Select the acceleration of the GPU Reproduction Engine (CUDA) "of the" CUDA) "of the Ã ¢ â, ¬"? Propulating Presentation by Field Location and Executive Name C: \ Executing Files \ Program Files \ Affinity \ Designer \ Designer.exe Start Instructions Application Expand Ã ¢ Ã ¢ ¬ Å "Global navigation and select Ã ¢ â, ¬ å" Preferences â, ¬ Ã ¢ â, ¬ Å "PerformanceÃ â, ¬ Make sure that Ã ¢ â, ¬ "Old Quality" = Ã ¢ â, Å "Bilinear (Best quality) Ã ¢ Ã ¢ ¬ Å" DÃ Ã Ã Ã Ã Ã Ã Ã Ã Ã ¢ â, ¬ = proven Ã ¢ Ã ¢ ¬ å "RendererÃ ¢ â, ¬ = nvidia gpu Ã ¢ â, ¬ Å "Retina representation, ¬ = Ã ¢ â, ¬" Automatic (Better) Ã ¢ â, ¬ å "Hardware Acceleration: Enable Computer Cumping acceleration Ã ¢ â, ¬ = Revision of the default application Location and the name of the executable C: \ Executing Files \ Affin Uity \ Photo \ Photo.exe Start instructions Application Expand Ã â € ™ Å "EDITÃ ¢ ¬ ¬ ¬ Ã ¢ Ã ¢ Ã ¢ ¬ Å" Preferences â, ¬ Ã ¢ â, ¬ Å "Performance Â, ¬ to ensure the quality Ã ¢ ¬ Å "VerÃ ¢ â, ¬ = Ã ¢ â, ¬ Å" Bilinear (the best quality) Ã ¢ â, ¬ Å "DÃ ¢ gradients, ¬ = proven Ã Â, ¬ å "Render: Nvidia GPU Ã ¢ â, à" Retina RepresentationÃ ¢ ¬ = Ã ¢ â, ¬ å "OMATIC AUT "= Revision of the default application location and executable name C: \ Executing Files \ Agisoft \ Metashape Pro \ Metashape.exe Instructions of the Global Navigation, select Ã, drop-down menu ¬, and Ã ¢ â, ¬ å "Preferences ¢ â, ¬ Select the" GPU "tab Make sure the check box is reviewed only next to the location of the NVIDIA GPU default application and the executable name C: \ Files of Program \ Graphisoft \ ArchiCAD 2 # \ archicad.exe Instructions: Select the tab "3D / All-" at the top of the top window, click right anywhere in the window. From the Sall Out menu, select "Bassic (vector), from the style menu and in the" 3D "deployment, select" Copengl ", select" Shadow (vector). "From the style menu and deployment of the engine "3D, select" OPENGL ", select" Technical drawing "of the style menu and in" 3D engine "" 3D " Select "Copengl" Select OK to save the default application changes and the executable name C: \ Program Files \ Autodesk \ Arnold \ Maya20 ## \ arnold.exe Double check instructions that the MTOA add-in is enabled EN: From the top menu, select "Vestibulate"> Ã ¢ â, ¬ å "Settings / Preferences ¢ â, ¬> Plugin Manager: Turn on the RTX accelerated ray outlift in: From the top menu, select" Hands ". "Liberation configuration". In the Render configuration window, select the tab "System system in the Rendering Device field, select" GPU "to activate AI Denoising for rapid interactive playback: In the Render configuration window, select the ESTAIN AOVS Expand the "OptiX Denoiser" section and check the "Made of Beauty Aov" box to switch between beauty and a render Denoised: Start the Render by clicking on the playback button on the Arnold RenderVIK click on the menu drop-down on the Arnold RenderVIK: (Denoise Won 'T appears unless the render has begun) Location of the default application and the executable name C: \ Program F Iles \ Autodesk \ AutoCAD 20 ## \ Acca.exe instructions Application " N Create a blank document Select the drop-down arrow of the Autodesk icon, select "PAGE", select the "System" key. Select "Choose Graphics Performance". Under Ã ¢ â, Ã Å "Acceleration Hardware ³ ¢ â, ¬ Be sure that the "stability acceleration" is configured in "2D display configuration" is set to "Advanced Mode", all options must be selected all options in the default 3D display setting location of Application and Executable Name C: \ Program Files \ Autodesk \ Maya20 ## \ BIN \ Maya.exe Windows Instructions -> Settings / Preferences -> Preferences Click on the category Ã ¢ Ã ¬ å "DisplayÃ ¢ â, ¬ Å" Viewport 2.0Ã ¢ â, ¬, Select "Engine Rrendering Motor", select "DirectX 11" Click on "Playback Cage "In the category in" Red hot play ", select" Preferable ", drop-down and select" Viewport Hardware Cache's Click Ã ¢ â, Å "GPU cache Ã ¢ â, ¬ category in" Advanced Screen Configuration: UV Coordinates (Unmark) Ignore UVS in the GPU cache Read / write (unmarking) (Unmark) Caching / playback To select hardware cache storage: Right click on the cache storage icon at the bottom right of the timeline to reveal options. In the Render configuration window, in the "Render Using" field, select "V-Ray". To light the dynamic cache storage for NCLoth and NPARTICLE: Click with the right button on the cache "Select" Player Preferences ", check the DINO CACE storage option Mica, you must see a red bar that is filled in the timeline. In the output mode, select "Advanced" in Streaming Select encoder: "NVIDIA NVICE H.264 (new)" Visual Girling Psycho Look forward: in frames B -> 3 Leave other settings in Default: Rate Control: Interval of Key Frames CBR: 0 Preset: Quality Profile: High recording Table Encoder: NVIDIA NVICE H.264 (new) Recording Format -> Select MP4 MP4 Stream Encoder Leave other settings By default: Location of the default application and executable name C: \ Program Files \ Allegoríthmic \ Alchemist Substance \ Substance Alquermist.exe Complete GPU / CUDA acceleration instructions By default, without initialization, on in the image of AI powered on the material, drag any image file to the Right side of the user interface, which will make the image to the UI of the pop up material Click the fall below the image to the image icon to the material and select "Powered" from the drop-down menu, click OK Default Location of the application and name of the executable C: \ Program Files \ Substance Designer.exe Instructions (V2020.2 +) When you start, select Motor Subta â, ¬ Ã ¢ â, ¬ å "Direct3D 11Ã ¢ â, ¬ Ã ¢ â, Å" Edit:> Select Ã ¢ â, ¬ Å "Preference Ã ¢ â, Å "BakersÃ ¢ ¬ ¬ From the left side menu (GTX 10 and RTX GPU series) select" Enable GPU Raytraction 'Select tab (All GPUs) Deselect Deselect Ã ¢ Ã © Å "CPU: Select the NVIDIA GPU Click OK to accept changes. In the" Production Rendering "section, configure the RTX production engine, the Render Render Device Selection section will be below. Level CQ: 20 Interval of Frames Key: 0 Preset: Quality Profile: High Default Application and the executable file c: \ Program Files \ Otoy \ octanegerender \ octane.exe Instruction File -> Preferences Select Ã ¢ â, Å "DevicesÃ ¢ â, ¬> Make sure that both GPUs (All Nvidia GPUs They are selected to render) RTX Backend -> Select Use RTX Accelection Default Location of the application and name of the executable C: \ Program Files \ On1 \ On1 Photo RAW 20 ## \ On1 Photo RAW 20 ##. INSTRUCTIONS EXE Select the "Global Navigation Menu, select" SPREEFERS ". Select Ã ¢ â, ¬ å" SystemÃ ¢ â, ¬ below the submenusion Ã Ã Ã â? ¬ Ã¢ â¬ Ã¢ â¬ Ã¢ â¬ Ã¢ â¬ Å banda rÃ¡pidaÃ¢ â¬ = comprobado: vista previa rÃ¡pidaÃ¢ â¬ = comprobado Ã¢ â ¬ å "GPU RenderyÃ ¢ â, ¬ = default application of the location and executable Name C: \ Program Files \ RedCine-x Pro 64-Bit \ RedCine-X Pro.exe Gobal Instructions NAV, Edit -> Pasta System of preferences Select Ã ¢ â, ¬ å "CUDAÃ ¢ â, ¬ from the drop-down menu under the GPU mode selection REDSHIFT Rendere for Cinema 4D OptiX enablement (RT / AI) in experimental instructions (public) RedSPIFT Build Install Cinema 4D after installing RedShift Renderer for Cinema 4D. Launch Cinema 4D Select Render Setting -> In Ã ¢ â, ¬ Å "Render using ¢ â, ¬ Select REDSPIFT Click on the rendering to ensure UI updates, then Click In "System" scroll down on the UI menu and select Ã ¢ Ã ™ INSTRUCTIONS Download Install RedShift Renderer for Maya and then launch Maya Render Setting -> Ã ¢ â, Ã Å "Render using â, Ã â, ¬ Å" DSHIFTÃ Ã Ã Ã Ã â, ¬ ¬ ¬ selected Ã ¢ Â, ¬ Ã ¢ â, ¬ Å "SystemÃ ¬ ¬ ¬ ¬ ¬ Å" Experimental Options "-> Select Ã ¢ â, ¬ å" Enable OptiX RT in GPUs compatible 'below Ã Ã Ã Ã Ã Ã ¢ Å "Flobal Preferences ¢ â, ¬ Select all the location of the default nvidy GPU application of the application and the name of the executable C: \ Program \ SketchUp \ SketchUp 20 ## \ SketchUp.exe Instructions Menãš Top, Ã ¢ â, ¬ å "WindowÃ ¢ â, ¬, select Ã ¢ â, ¬ å" PreferencesÃ ¢ â, ¬ Left lateral navigation Select Ã ™ â, ¬ å "Peen GlÃ ¢ â, Nonless to Deselect or Select Automatically Select the GPU, Multi Shows 4x Details of the Graphic Card: Indicates the location of the default application of the GPU and the executable name C : \ Program Files \ StreamLabs OB \ StreamLabs OBSEE INSTRUCTIONS INSTRUCTIONS Ã ¢ â, ¬ å "SettingsÃ ¢ ¬ ¬ on the left on the bottom left of the screen Select the section Ã ¢ â, à" outputÃ â, ¬ on the left side. Keyframe interval: 0 Preset: Quality profile: High under recording: Encoder: NVIDIA NVICE H.264 (new) Recording format: Select "MP4". Turn on the look forward and the visual psycho adjustment increase to 3. In the sub-tab of the frame, set the renderer to MPATH. Yellow for disabled, or not supported. Select the cache storage icon in the lower right part of the timeline. Timeline

03/10/2018 · 例) Windows版 Version1.44のファイルは、photoscan-pro_1_4_4_x64.msi ... P4RTK UAV測量設定Manual 633 ... Agisoft Metashape 2022年4月9日 RealityCapture 2022年4月9日 RealityCapture サポート 09/12/2020 · Introduction. If you are one of the lucky folks who have managed to get one (or several) of the new NVIDIA RTX3090 or RTX3080 GPUs and are wanting to do some ML/AI work with TensorFlow 1.15 you may have run into some trouble! 23/12/2017 · PHANTOM4 RTK UAV測量設定Manual 620件のビュー; 第1回 Agisoft Metashape (旧PhotoScan) チュートリアル 479件のビュー; Litchiの使用方法-General-444件のビュー; 点群ソフトウエアMetashapeに必要なPC性能と設定 430件のビュー; 第1回 UAV測量ソフトMetashapeとPix4Dの比較 415件のビュー

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