



**Forum: HM General Chit Chat**

**Topic: Renders**

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Posted by: JrMcDeath

Posted on: 2018/7/9 16:32:27

I have noticed that a lot of 3D renders seem really grainy. Is that a default setting in DAZ, or are people actually setting the renders to look like that? I have seen a lot of great work that, IMO, are ruined by grainy renders.

I'd like some insight on this.