1. Before rendering with Iray, check to see how much VRAM is consumed by the scene in iClone/Character Creator.



If the VRAM consumption of the scene is already taking up half of your system resources, then we recommend switching to the **Minimal Mode** under **Preference > Real-time Render Options > Quality**.

Minimal 👻	->+		Preference S
		命 -	
			+ Control
			+ Grid
			+ Display
			+ External Texture
			Real-time Render Options
			Quality : Minimal 👻
			Displacement Map Tessellation
			Bump/Normal Map Glow Map
			Substance Reflection Map
			HDR Environment Reflection
			TAA (Shift+T) Refraction
			Mipmap Tessellation Shadow
			Viewport GI Shadow Map
			Texture Compression Less Update
			Depth of Field
			Soften Edge Correct Transparency

Minimal Mode will help you activate and deactivate certain options for real-time rendering and reduce the max texture size for the entire scene to 1 pixel. This helps to free up precious VRAM that Iray can use.

2. Iray provides the Max Texture Size and Texture Compression settings to adjust the load on the graphics memory.

Preference	\otimes	Iray Render 🛞
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+ Control		- Material
+ Grid		
+ Display		Object Mesh Material Name N
+ External Texture		Box Box 01-Default Auto1.1
+ Real-time Render Options		
+ System		
+ Interface		
+ Default Key Tangent		Load Custom MDL : 🔁
– Iray Render Globals		
Preview Sample Iterations : 100		+ Multiplier
Export Sample Iterations : 1000		+ Reflectivity
		+ Subsurface Scattering
Export Max Seconds : 3600		+ Coating
		+ Anisotropy
Max Texture Size : 4096x409	·6 🔻	+ Performance Settings
Texture Compression : None	•	
		Max Texture Size : Use Preference Settings 👻
		Texture Compression : Use Preference Settings -
		Preview Render Scene

Reallusion FAQ

https://kb.reallusion.com/Product/52761/What-should-I-do-when-I-run-into-the-VRAM-"Out-of-Memory"-e