

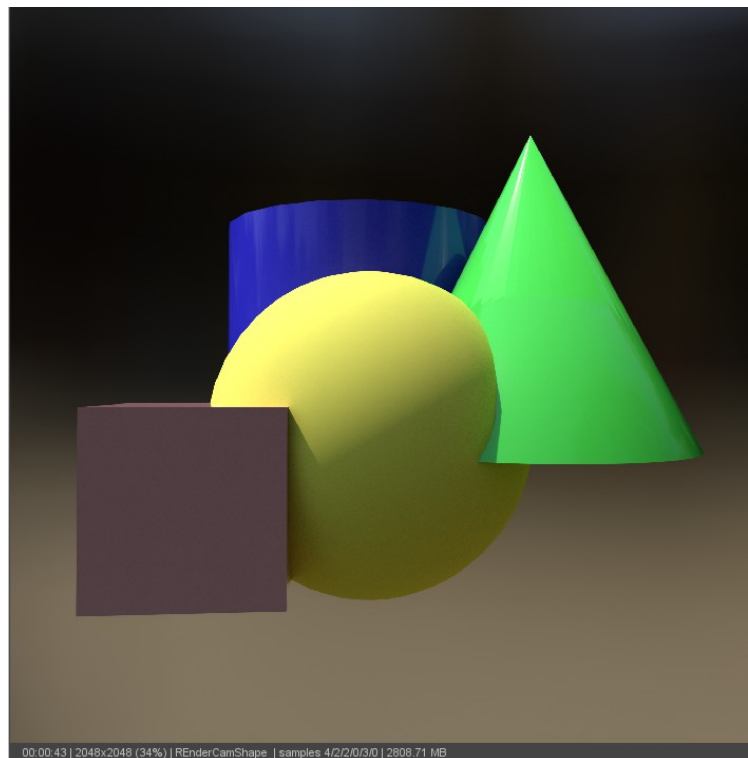
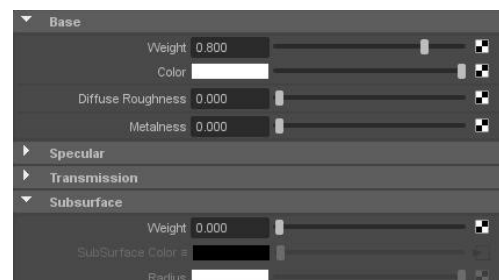
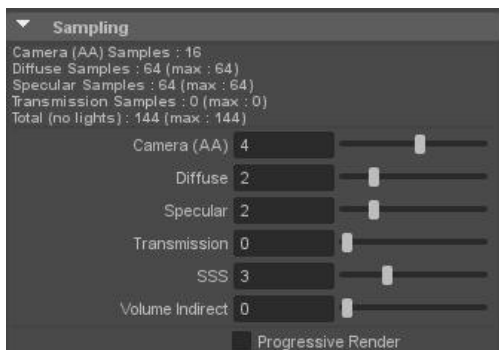
SSS Render Time Test Results

This test shows us Render time calculations for SSS in different cases

- With Lights
- Without Lights
- Removing SSS from shader
- Knocking out SSS sample-rays
- Knocking out SSS sample-rays but keeping my sss value in shader

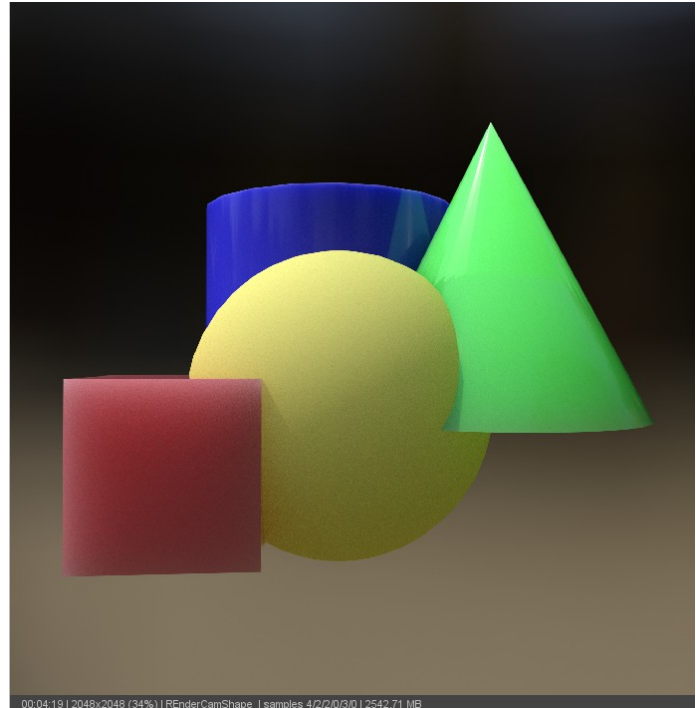
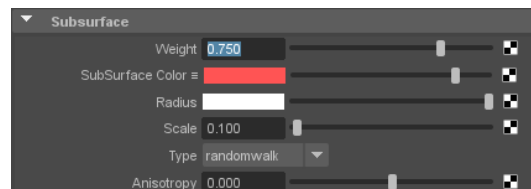
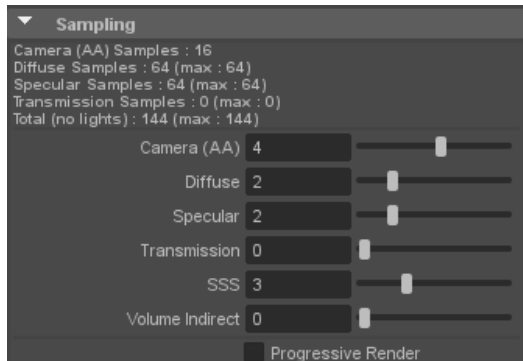
1. Normal render without SSS with Lights

When putting a normal render with some geometry with simple shader without SSS it took **0min 43 sec** to get render.



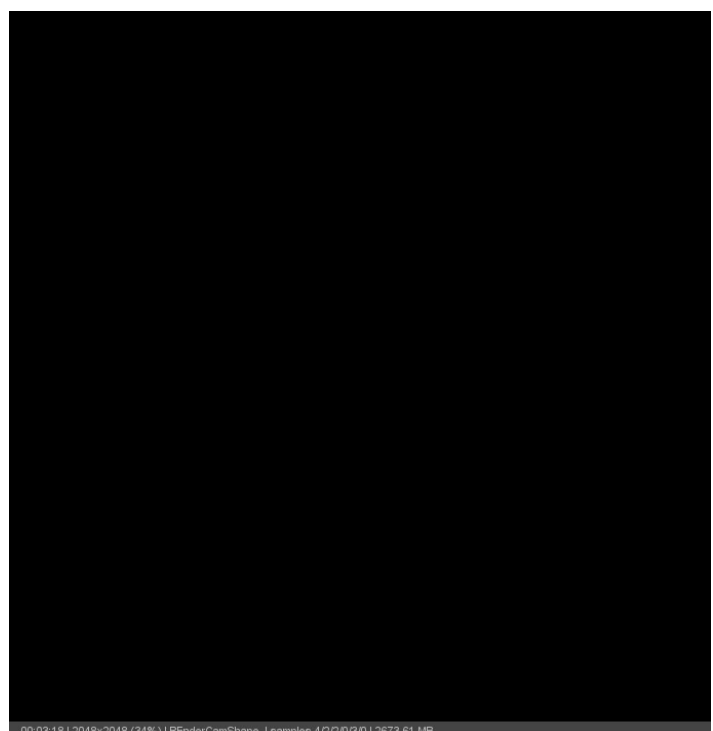
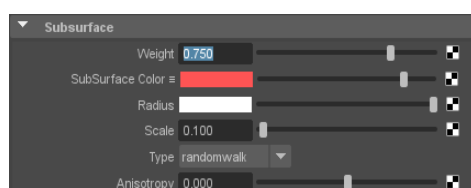
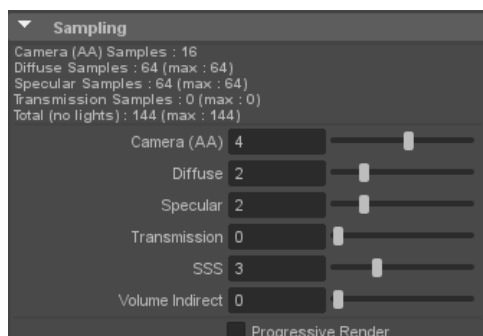
2. Render Time With SSS with Lights

Render time with SSS for this Character was **4mins 19sec**



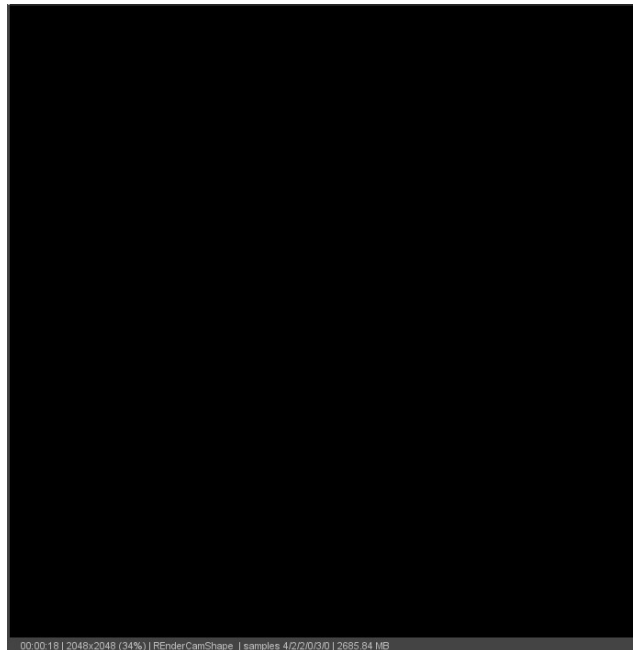
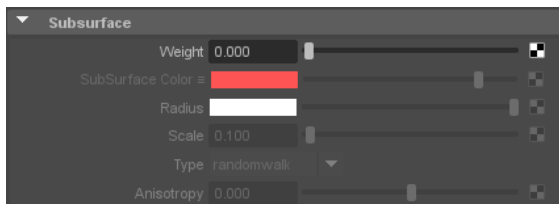
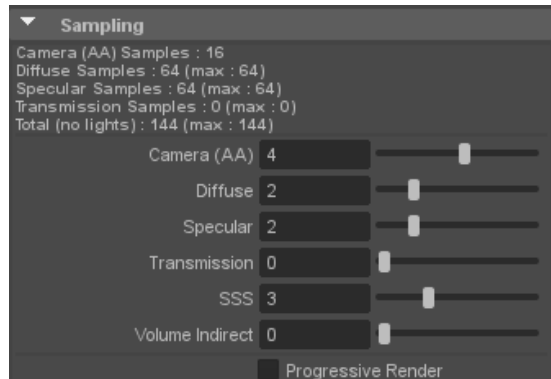
2. Render Time With SSS without Lights

Keeping all the settings same and switching off the light, Render took **3min and 18sec** to show the result.



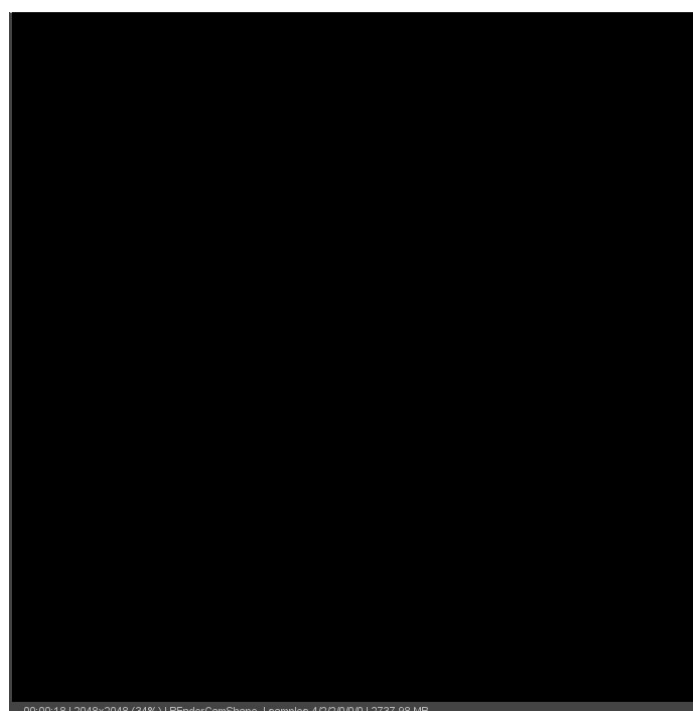
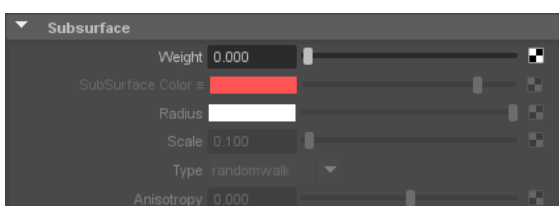
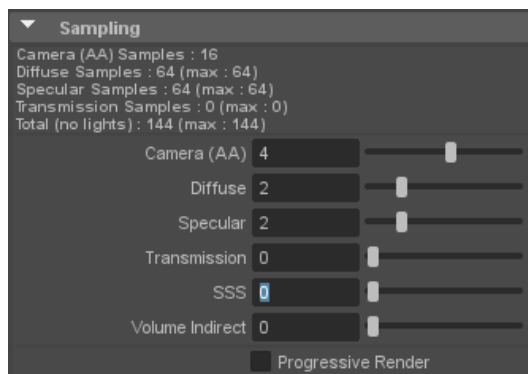
3. Render Time after removing SSS from shader

Now keeping all my render settings same and removing SSS from shader gave me result in **0mis18sec**



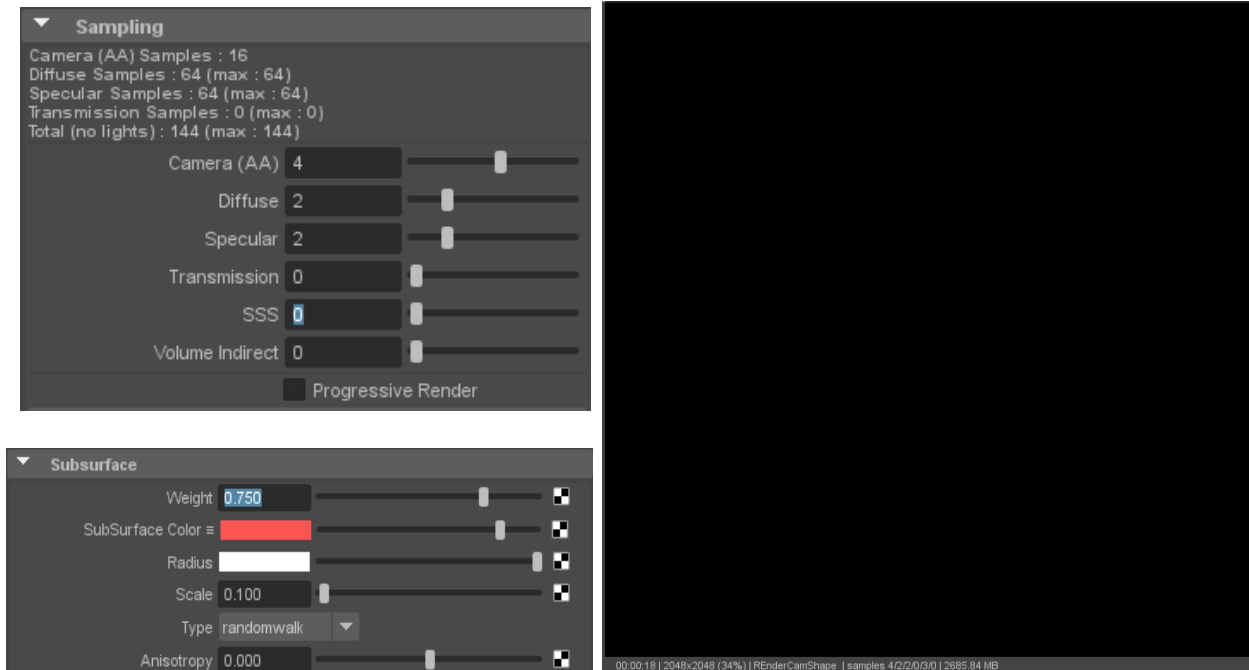
4. Render Time after removing SSS from shader and Knocking off SSS sample-rays from render settings.

As i removed SSS from the shader before now removing SSS sample says from render settings just to see if this extra SSS sample rays contributing in render calculation or render time and i got the output in **0mis18sec**, same render time as by just removing SSS from shader



5. Render Time after Knocking off SSS sample-rays from render settings and keeping SSS values in shader.

I also tried with keeping my SSS values in shader and knocking off my SSS sample-rays from render settings it gave me output in **0min 18sec** same render time as we got in our 3rd and 4th test results.



By Observing this test i can say,

- SSS is getting calculated even after switching off the lights, i checked the render log as well and found SSS rays getting casted in scene,

```
},  
"sss lookups": {  
  "lookups": 72657951,  
  "per pixel": 7.391148986816407,  
  "per sample": 0.9646723338139748  
},
```

- SSS sample-rays is not effecting render time if there is no SSS shader is scene it only dose when we have any SSS shader available in the scene, so even if we putting numbers in SSS sample-rays in our render settings, it won't effect render time as long as we don't have any object with SSS shader

