

V-Ray Progress Window

Finished

100%



Using 15 threads for CPU, 6 threads per GPU device

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Num samples per thread reduced to 32768, rendering might be slower

Failed to allocate 33030144 bytes, device 1, buffer default bufname

C:\gitlab\builds\tobimzvK\0\aec\appsdk-

builder\cgrepo\vraysdk\s(3849) : CUDA error 2 : unable to allocate enough memory to perform the requested operation (out-of-mem)

V-Ray GPU kernel render time: 1.53s

Total GPU samples 441344

GPU Memory Stats:

Device[0] : C++/CPU on Intel(R) Xeon(R) CPU E5-2670 0 @ 2.60GHz

(no data)

Device[1] : NVIDIA GeForce RTX 2060

Textures : 2995.55MiB

static geometry: 31E 77MiB