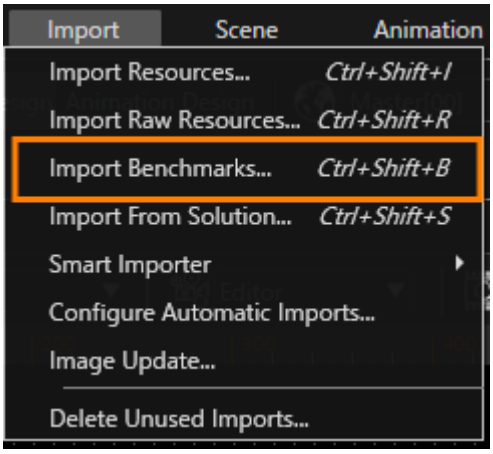
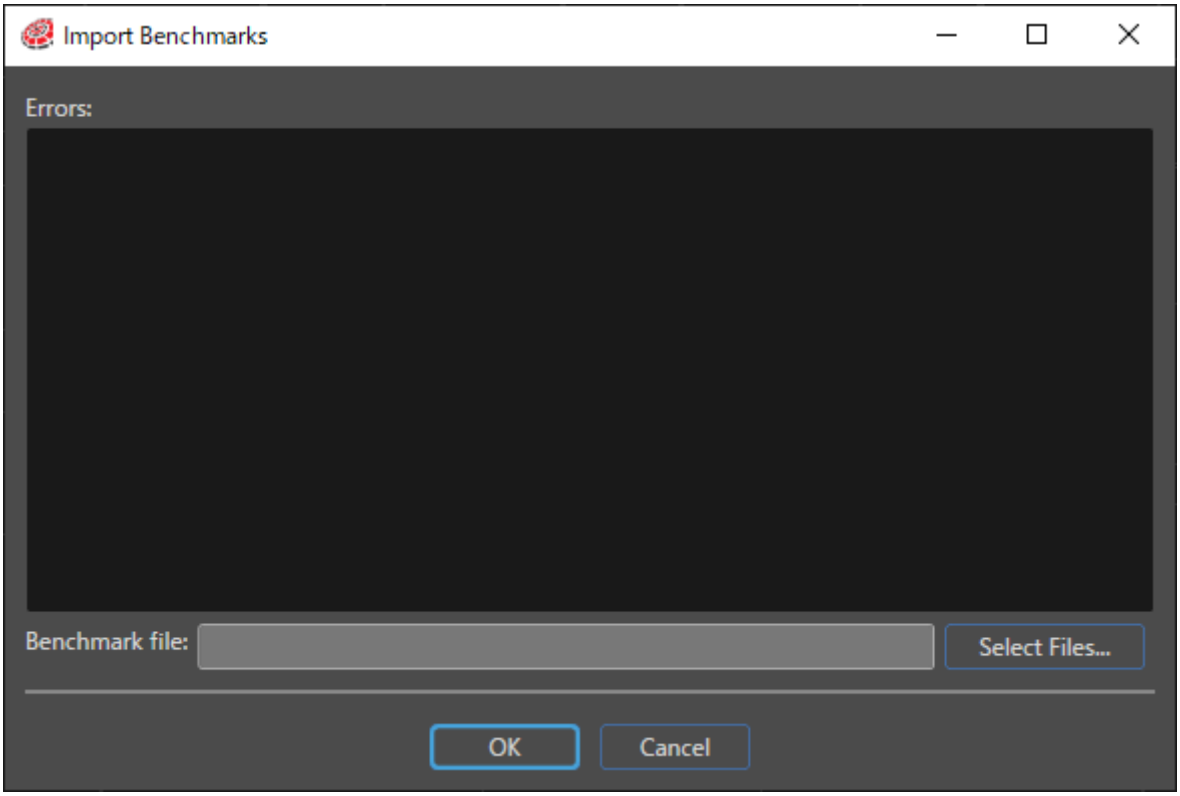
Import Benchmarks

CGI Analyzer is able to calculate render benchmarks. The result is a `*.crsms` file that you can export. It contains the calculated render time for each node that is part of a given scene. When you import a `*.crsms` file, CGI Analyzer makes node benchmarks available in the **Render Benchmark** node property. The camera render strategy **Benchmark** supports multi-pass rendering when benchmarks are available on the nodes of a scene,

To import a benchmark `*.crsms` file, select **Import > Import Benchmarks** from the menu to open the **Import Benchmarks** dialog.



Click **Select Files...** and select a `*.crsms` file from the Windows **Open** dialog.



SceneComposer applies the values from the imported `*.crsms` file to the **Render Benchmark** property of all nodes. The **Import Benchmarks** dialog displays errors that occur after you select the `*.crsms` file.

For more detailed information, see CGI Studio Application Development Tutorial.

Revision #10
Created 2023-02-14 02:16:40 UTC by Tsuyoshi.Kato
Updated 2026-06-26 10:35:24 UTC by Elisabeth Zauner