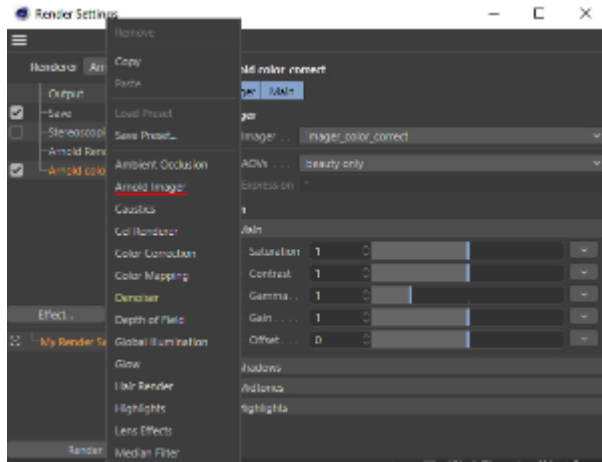


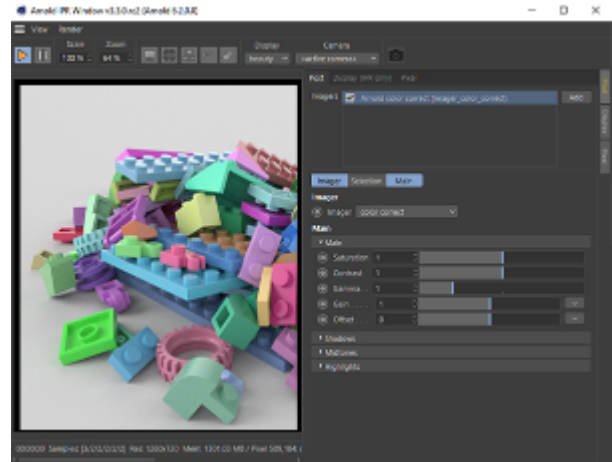
# Imagers

- Currently, adding a new imager requires the render to be restarted, so it's a good idea to add the ones you will need to adjust at the beginning of an IPR session.
- It is not possible to connect Maya nodes or other MtoA shaders to *imagers*.

Post-processing nodes called *imagers* operate on pixels before the output driver. *Imagers* can be chained together.



Arnold Imagers menu found under 'Effect' in the Render Settings window



Imagers tab also available from the IPR window

The following *imagers* are available below:

- Imager Color Correct
- Imager Exposure
- Imager Lens Effects
- Imager Tonemap
- Imager White Balance