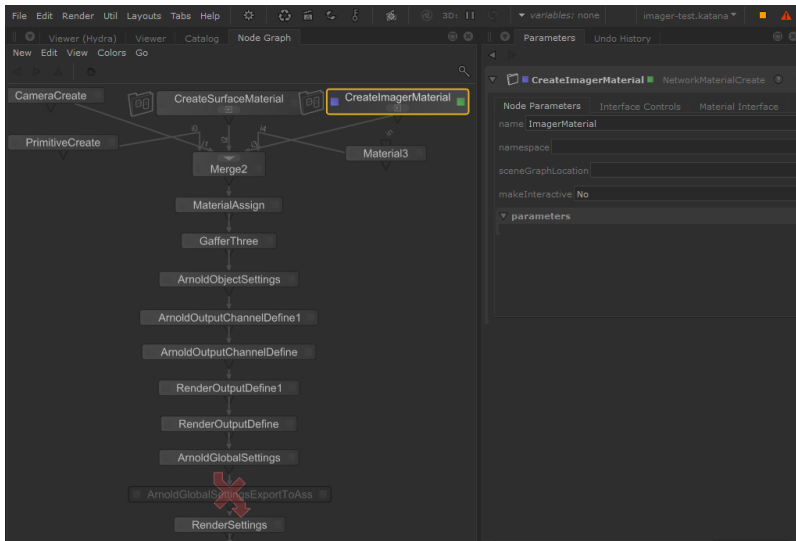


Imagers

- 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.

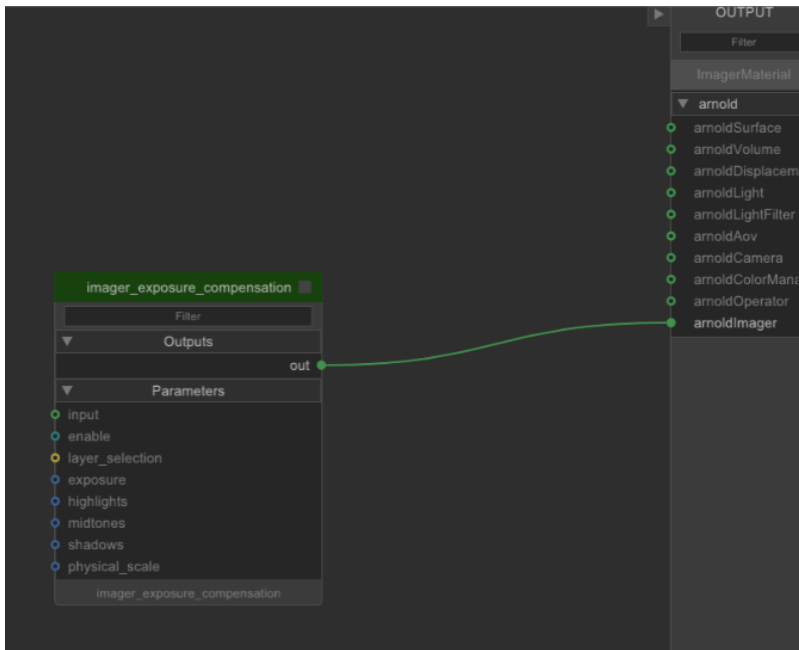


CreateImagerMaterial node used in a scene

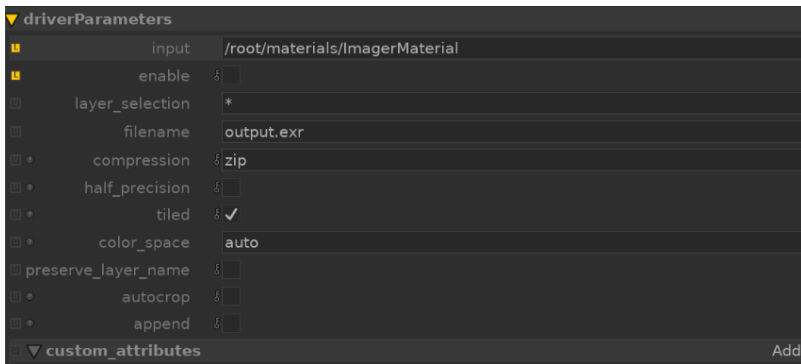
The following post-process/*imagers* are available below:

- [Imager Color Correct](#)
- [Imager Exposure](#)
- [Imager Lens Effects](#)
- [Imager Tonemap](#)
- [Imager White Balance](#)

A shader terminal, *arnoldImager* is available in the *networkmaterial* (or *networkmaterialcreate*) and the normal materials. The first parameter assigns the *imager* to the *driver* and you can use *NetworkMaterialCreate* to create the material network and use the *arnoldImager* terminal.



imager_exposure -> arnoldImager



Set the material to the driver's input parameter