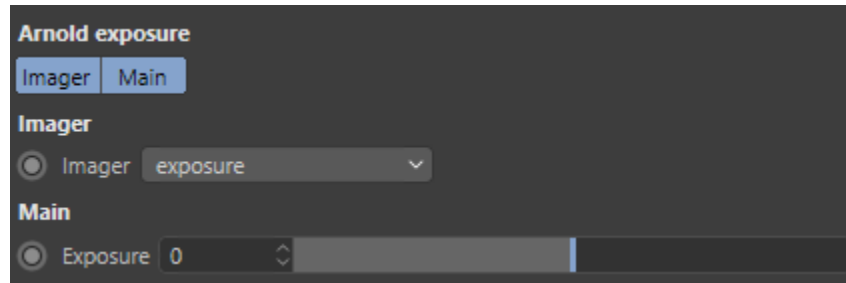


# Imager Exposure



Use the exposure imager to specify additional exposure compensation.

## Exposure

Exposure compensation amount in f-stops.

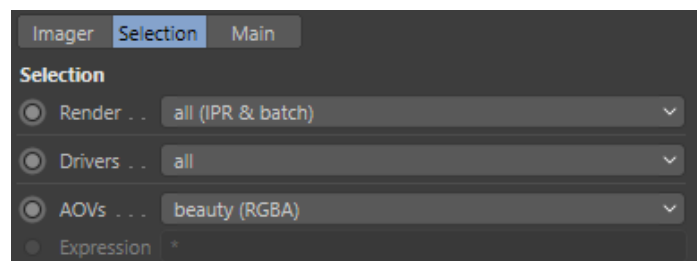


0 (default)



1

## Selection



## Render

Specifies if an imager is effective only in the IPR, only in batch (e.g. Render to Picture Viewer, Commandline render, Team Render) or both. For example, you can add imagers only to the IPR for look development, but turned off in the final render. Or vice versa, an imager may be slow or not required in the IPR, but turned on in the final render.

## Drivers

Specifies if an imager is assigned to all drivers or just the selected ones.

## AOVs

Specifies which AOVs are affected by the imager.

- **all**: All AOVs are affected.
- **beauty**: Imager is visible only in the beauty.
- **expression**: Imager is applied to AOVs selected by this expression. For example, to select the `diffuse_direct` and `diffuse_indirect` AOVs, write `diffuse_direct or diffuse_indirect`. Or write `diffuse_*` to select all AOVs start with 'diffuse\_' prefix.

## Expression

Selects layers processed by this imager with a glob or operator expression. An imager can use a selection to determine what nodes will be selected to be processed by the imager at render time. The selection is an expression that can consist of multiple selections concatenated by:

- `or` (union)
- `and` (intersection)
- `not` (negation)
- `and not` (exclusion)
- `()` for nested scoping

Each selection uses [glob patterns](#) and [regular expressions](#) and a node will be processed by the imager if the expression matches the node name. By default, glob matching is used unless the selection is in a regex quote, i.e. `r'<my_regex>'`. For example:

```
(/group0/sphere* and not (/group0/sphere1 or /group0/sphere0)) or /group1/sphere3  
  
not r'p(ickle|ringle)[0-9]+'\br/>  
r'c(ar1|ar2)' or r'car[34]'
```