

# Denoising



Rollover image to view Arnold denoiser image

There are two denoising options available for rendering with Arnold:

## OptiX™ Denoiser imager

This imager is available as a post-processing effect. The imager also exposes additional controls for clamping and blending the result. It is based on Nvidia AI technology and is integrated into Arnold for use with IPR and look dev. The *OptiX™* denoiser is meant to be used during IPR (so that you get a very quickly denoised image as you're moving the camera and making other adjustments).

## Arnold Denoiser (Noise)

The *Arnold Denoiser (Noise)* can also be run from a dedicated UI, exposed in the *Denoiser tab* of the Render Settings window or as an *imager*. To use the Arnold denoiser, you will need to render images out first via the Arnold EXR driver with variance AOVs enabled. It is also available as a stand-alone program (*noise.exe*).

The imager is available as a post-processing effect. You can automatically denoise images every time you render a scene, edit the denoising settings and see the resulting image directly in the render view. It favors quality over speed and is, therefore, more suitable for high-quality final frame denoising and animation sequences.



*imager\_denoiser\_noise* does not support temporal denoising (required for denoising an animation).



A denoising tutorial can be found [here](#).