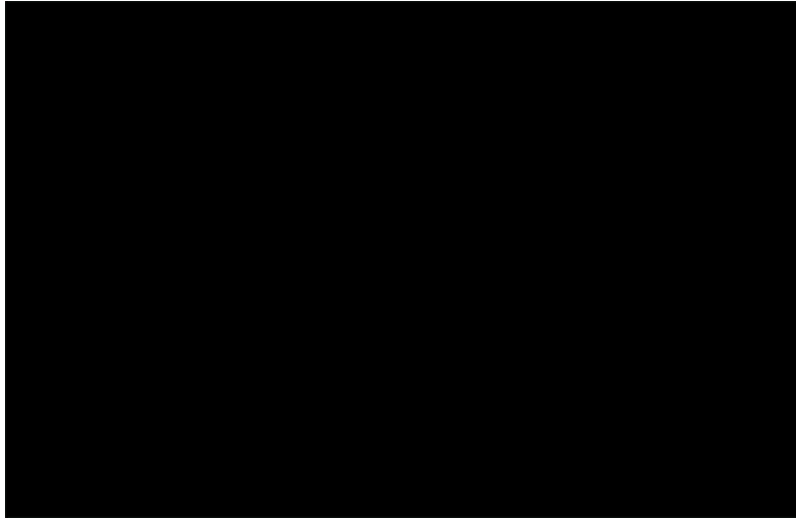
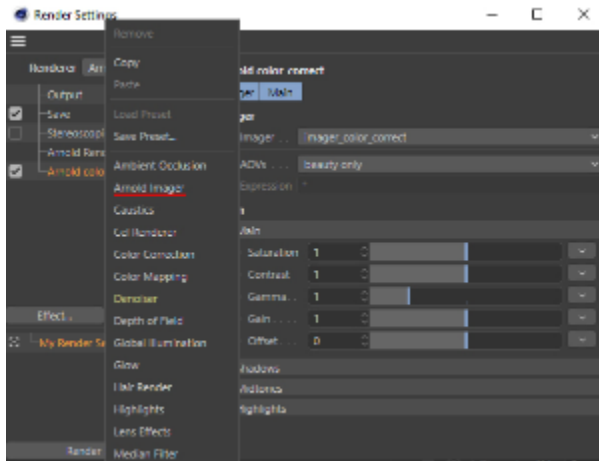


Imagers

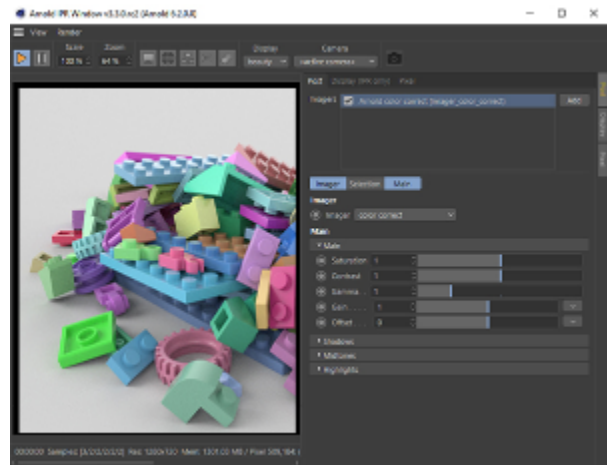


- Currently, adding a new imager requires the render to be restarted. It is, therefore, recommended to add imagers before starting an IPR session.
- Denoiser *imagers* should be applied before post-processing *imagers* if the post-processing is introducing new features in the image (ex: *bloom*).
- You should apply the *imager_light_mixer* before any denoiser *imagers*, as light AOVs won't necessarily be denoised by the denoiser.

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 Arnold Denoiser
- Imager Color Correct
- Imager Denoiser Optix
- Imager Exposure
- Imager Lens Effects
- Imager Light Mixer
- Imager Tonemap
- Imager White Balance