

# imager\_exposure

## Class

Driver

## Synopsis

Use the exposure imager to specify additional exposure compensation.

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## input

Input points to the previous imager operation in the chain (so that you can stack them and apply multiple operations serially).

## enable

Enables this imager.

## layer\_selection

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]+'

r'c(ar1|ar2)' or r'car[34]'
```

## exposure

Exposure compensation amount in f-stops.



0 (default)



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