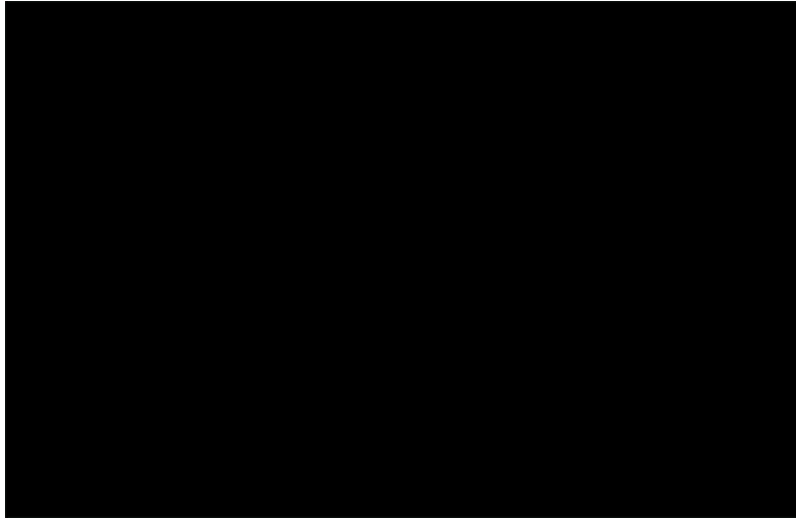
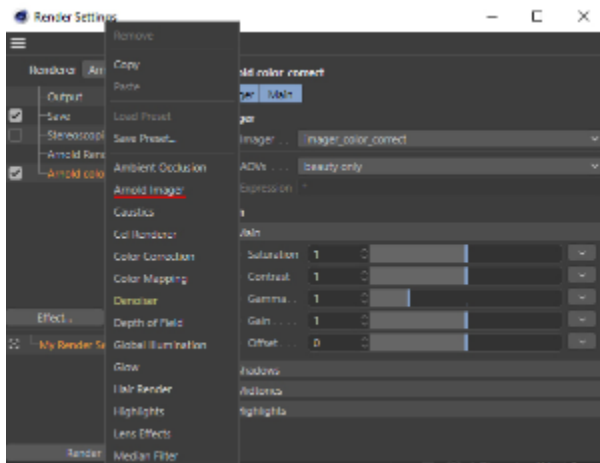


# Imagers

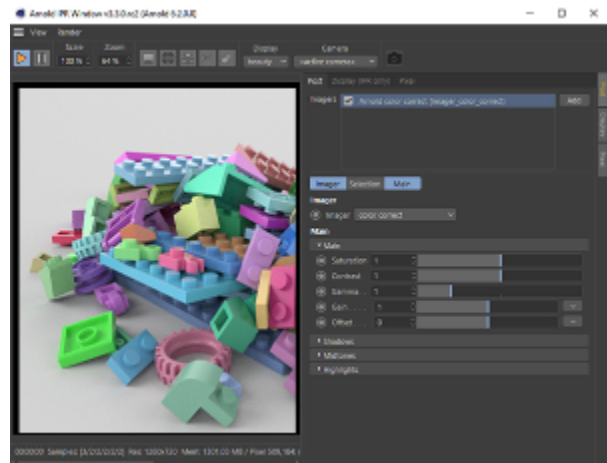


- Currently, adding a new imager requires the render to be restarted. It is, therefore, recommended to add imagers before starting an IPR session.
- Denoiser *imagers* should be applied before post-processing *imagers* if the post-processing is introducing new features in the image (ex: *bloom*).
- You 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](#)