

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.

The following post-process/*imagers* are available below:

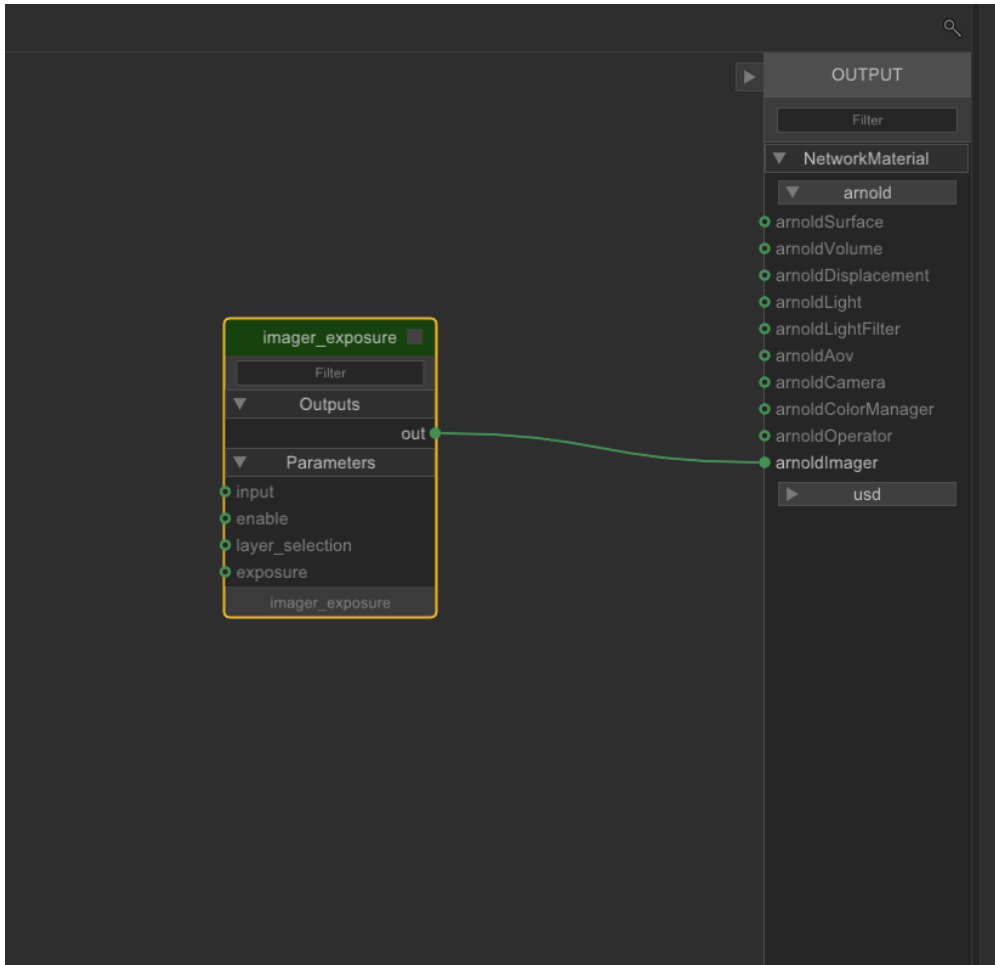
- [Imager Arnold Denoiser](#)
- [Imager Color Correct](#)
- [Imager Denoiser Optix](#)
- [Imager Exposure](#)
- [Imager Lens Effects](#)
- [Imager Light Mixer](#)
- [Imager Tonemap](#)
- [Imager White Balance](#)



Minimal example setup to use imagers

The Katana file is available [here](#).

Imagers can be created using **Material**, **NetworkMaterial**, or **NetworkMaterialCreate**, and the new imager (**arnoldImager** in case of **NetworkMaterialCreate**) terminal.

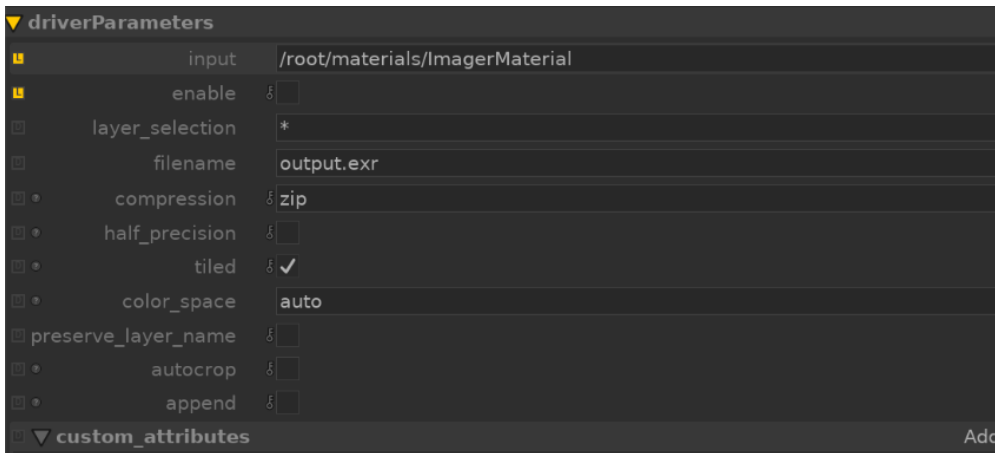


imager_exposure -> arnoldImager

The Katana file is available [here](#).

To use an imager, connect the resulting **material** location to **ArnoldOutputChannelDefine** by using **driverParameters/input**.

i To learn more about channel definitions, [click here](#).

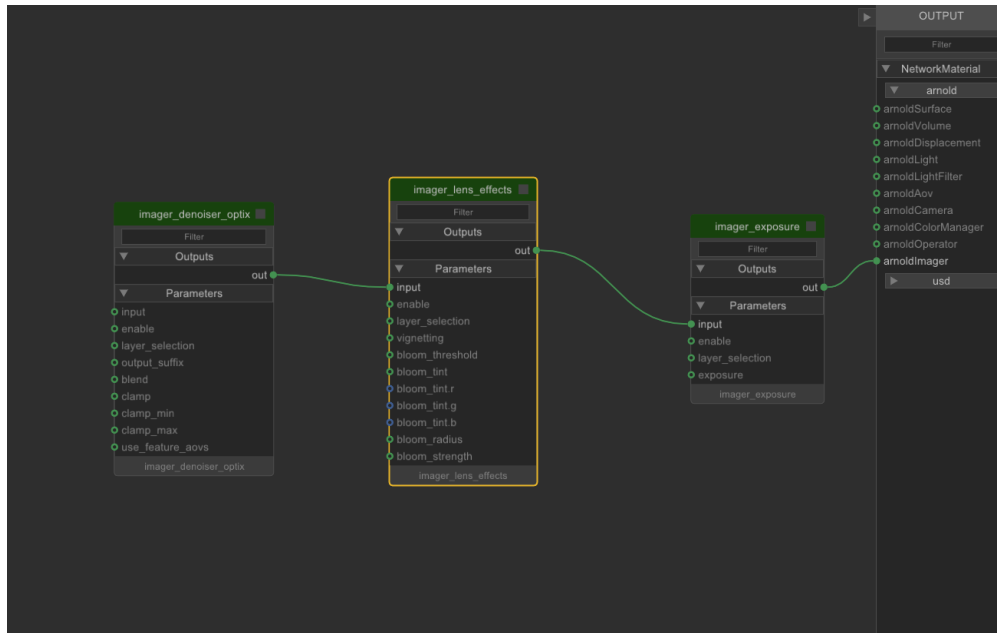


Set the material to the driver's input parameter

Imagers can be chained together by using the **input** parameter on each imager. When *imagers* are chained together, the imager at the **end of the chain** is executed **first**, and the imager **connected to the terminal** is executed **last**.



- Denoiser *imagers* should be applied before post-processing *imagers* if the post-processing is introducing new features in the image (ex: *bloom*).

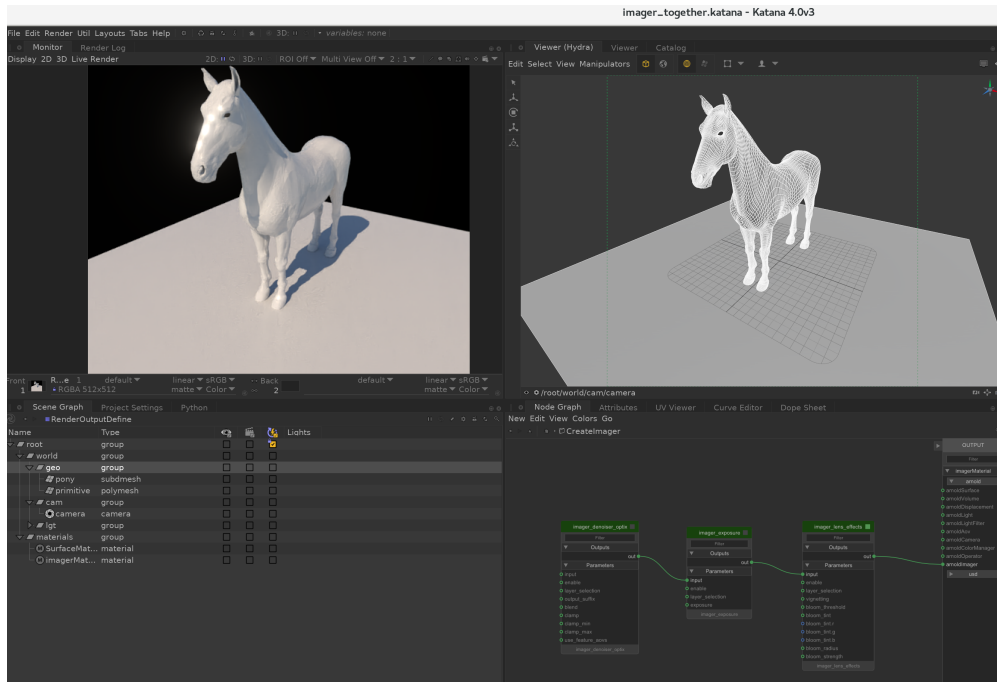


Chain *imagers* together using the input parameter.

The Katana file is available [here](#).

Putting it all together, we are chaining 3 *imagers*:

- **imager_denoiser_optix** comes first to denoise the image.
- **imager_exposure** comes next to lighten up the image.
- **imager_lens_effects** comes last to add a bit of bloom.



Shiny horse!

The Katana file is available [here](#).