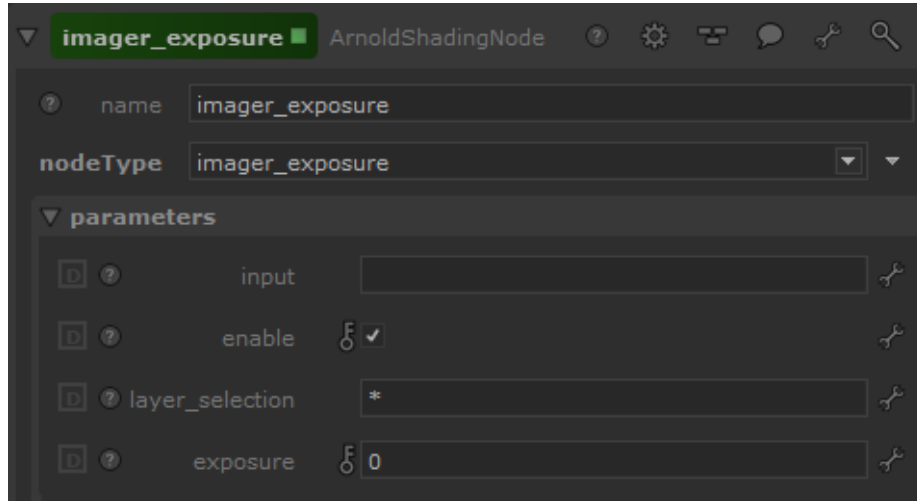


Imager Exposure



Use the exposure imager to specify additional exposure compensation.

A scene that demonstrates how to use the *imager_exposure* can be found [here](#).

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:

```
specular or diffuse  
  
not r'sss_(direct|indirect)'  
  
r'color_(mask1|mask2)' or r'mask[34]'
```

Exposure

Exposure compensation amount in f-stops.



0 (default)



1

