

Imager Denoiser Oidn

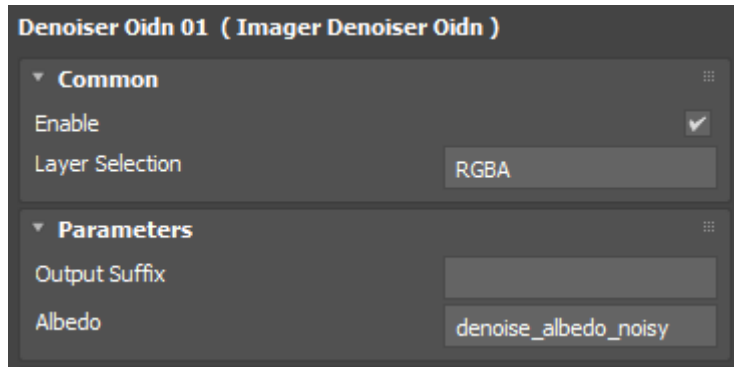


Left: without denoising. Right: using *imager_denoiser_oidn*.

The *Oidn* denoiser (based on Intel's [Open Image Denoise](#) technology) is available as a post-processing effect. It is integrated into Arnold for use with IPR as an *imager* (so that you get a very quickly denoised image as you're moving the camera and making other adjustments).



- Arnold will automatically force a *box_filter* on outputs with filters with known issues when either of the denoisers are used. This is because the *Oidn denoiser* does not perform well with filters that span across multiple pixels.
- Denoisers won't work as well after *imagers* have been applied to them. Therefore denoisers should be applied **before** any other post-processing *imagers* (top of imagers list).
- The *Oidn denoiser* only works on full frames rather than buckets.



Common

Enable

Enables the imager.

Layer Selection

Enables the imager.

Parameters

Output Suffix

When set, creates a new additional output with the input name plus the suffix in which the denoised result will be written into. For example, when denoising the "RGBA" AOV with the *output_suffix* set to "_denoised", the denoised result will be written into a new "RGBA_denoised" output. It only works with multi-layer drivers.

Albedo

Optional albedo feature AOV is used to improve denoising quality (*denoise_albedo_noisy* is the default). Setting to an empty string "" will disable the use of feature AOVs, which might give better results when denoising AOVs for which no albedo exists.



denoise_albedo_noisy (default)



Without denoise_albedo_noisy