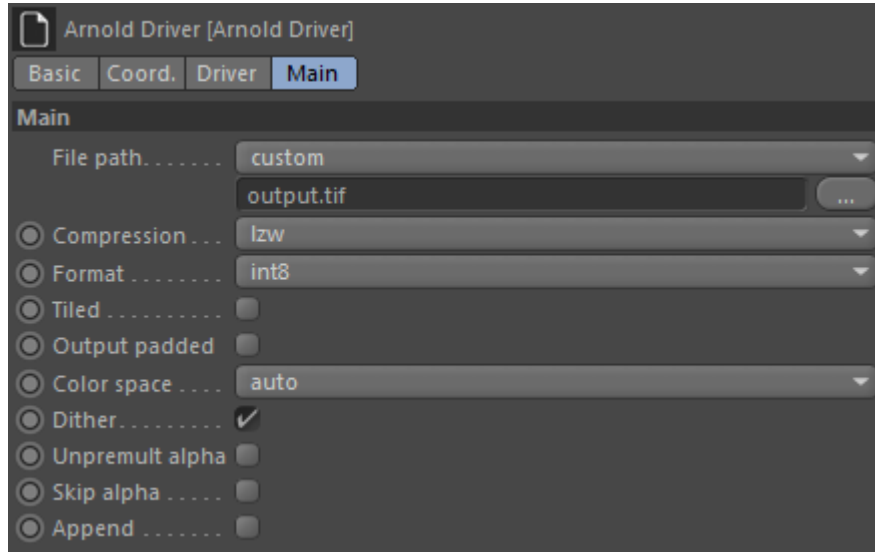


Tiff



Compression

Specifies the compression mode of the file.

Format

Specify whether 8, 16, 32 bit or floating point is used.

Tiled

Allows you to save the file in scanline or tiled mode. Scanline may work better with composition packages like Nuke or Fusion. If tiled is off the whole image buffer size will be allocated all at once for all the AOVs present in the scene. If enabled, Arnold will save the buckets as they are rendered, which reduces memory taken up by image buffers.

Output Padded

Defines a padding around the crop region.



Output Padded: Off



Output Padded: On

Color space

Defines the color space of the output image.

Dither

Applies a small amount of noise to the final pixel values. This helps minimize banding artifacts apparent on 8-bit output image file formats.

Unpremult Alpha

Specifies whether the main RGB channel is premultiplied with the alpha channel (the default) or not. It only works with 8-bit output images.

Append

This option enables render check-pointing (or 'append mode'). By setting the corresponding output driver's `.append` attribute to true, Arnold will preserve previously rendered tiles and only work on the missing ones, appending them to the output files. If no image is present, the render will proceed as normal, creating a new image. If image specifications do not match, the render will be aborted.