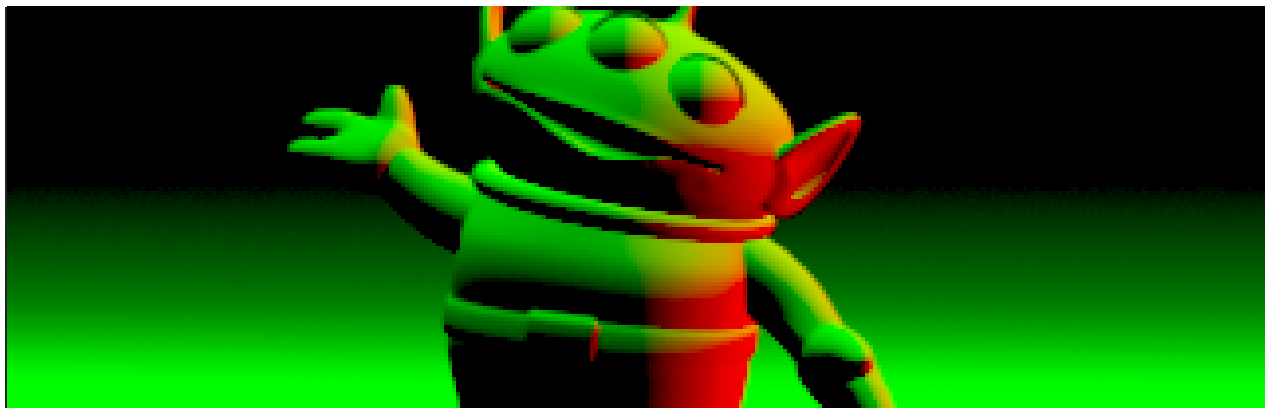


Outputs

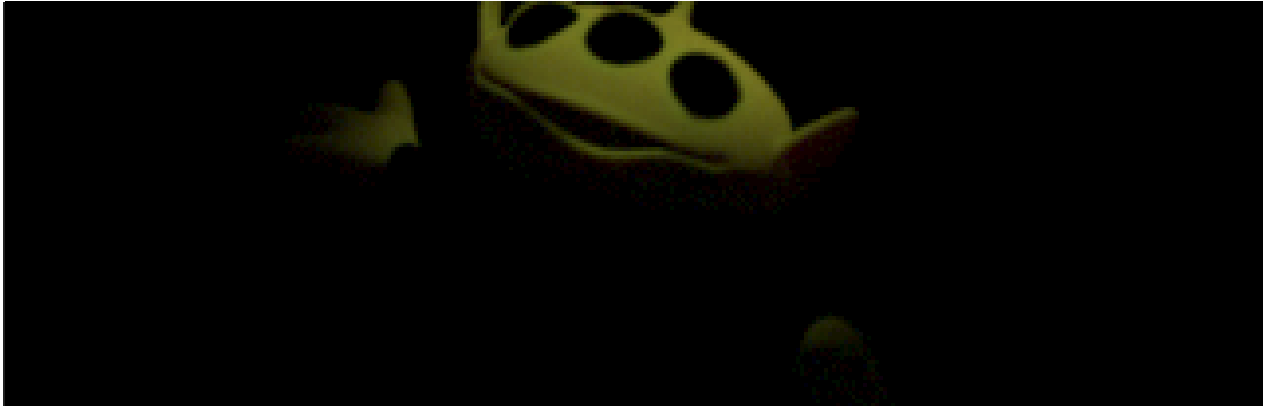
- Arbitrary Output Variables
- Display Drivers
 - DeepEXR
- Light Path Expressions
 - PxrSurface Mattes and Position
 - Using LPE
- Sample and Display Filters
 - PxrLightSaturation
 - PxrDisplayFilterCombiner
 - PxrImageDisplayFilter
 - PxrSampleFilterCombiner
 - PxrShadowDisplayFilter
 - PxrCryptomatte



Producing final beauty images is the usual goal in rendering. However, it can also be useful to produce other kinds of images. RenderMan has the ability to generate multiple images simultaneously, each displaying a different result. Each image gets sent to a display driver as the last step in their rendering. Some display drivers are oriented towards batch rendering and save their images to disk in a particular format. Others are oriented towards interactive use and display their images on the screen instead.



N_n (an Arbitrary Output Variable)



Subsurface (a Light Path Expression)