

# PxrImageDisplayFilter

*PxrImageDisplayFilter* is used to render an image plate for in-render compositing. It can be used in conjunction with the [holdout](#) workflow to composite 3D elements onto 2D plates.

## Parameters

### Filename

A file path to the film plate texture image.



- Texture images should be [made](#) with mode black and resize up.
- *PxrImageDisplayFilter* expects the input texture to be a camera projection, not a Lat Long environment map. You must first bake out a 2D projection of your environment map if you wish to use it as your film plate.

### Color Gain

Color multiplier.

### Color Offset

Color offset.

### Linearize

Apply a sRGB to linear color transformation to the input texture.

### Fit

Fit the image to display. Possible fit transformations are:

- **Stretch** Resize the image to match the render display.
- **Inside** Scale the image to fit inside the render display while preserving the aspect ratio.
- **Outside** Scale the image to fill the render display while preserving the aspect ratio.
- **Horizontal** Scale the image to match the horizontal display while preserving the aspect ratio.
- **Vertical** Scale the image to match the vertical display while preserving the aspect ratio.

### Offset X and Offset Y

Offset the image. Values are in screen space.

### Scale X and Scale Y

Scale the image.

### Rotate

Rotate the image clockwise. Values are specified in degrees.

### Holdout Shadow AOV

The name of the [shadow AOV](#) used when rendering holdout objects.