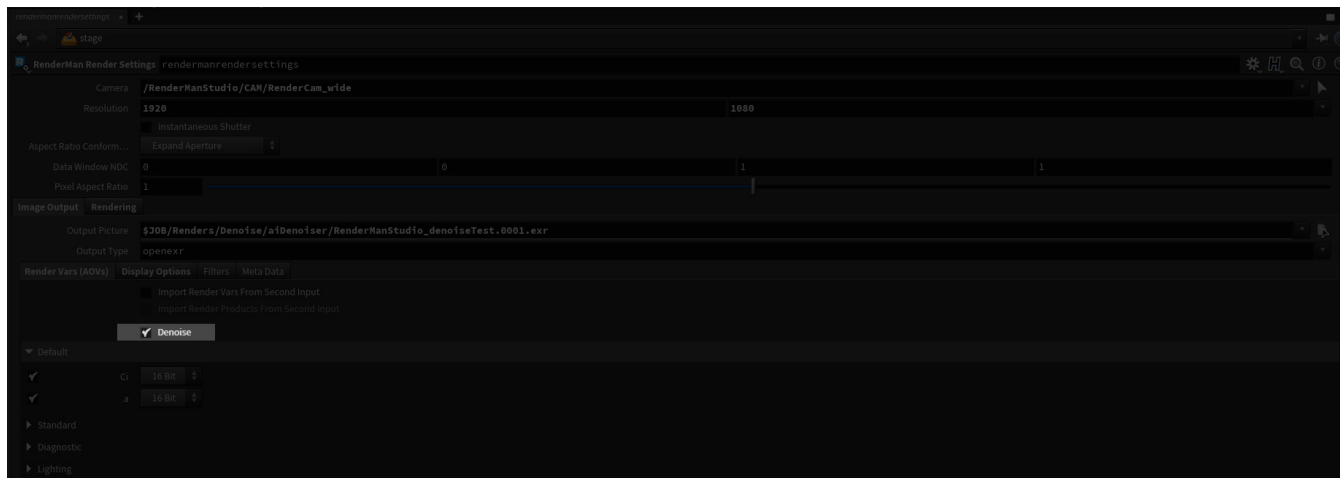# Solaris Denoise Workflow

> ⓘ **Note:**
>
> Please note that you can only denoise RIS rendered frames at this time.

There are a number of ways that you can use the denoiser workflow in Solaris, but before you begin a denoised render, you need to ensure that you have selected Denoise in the *rendermanrendersettings* node,
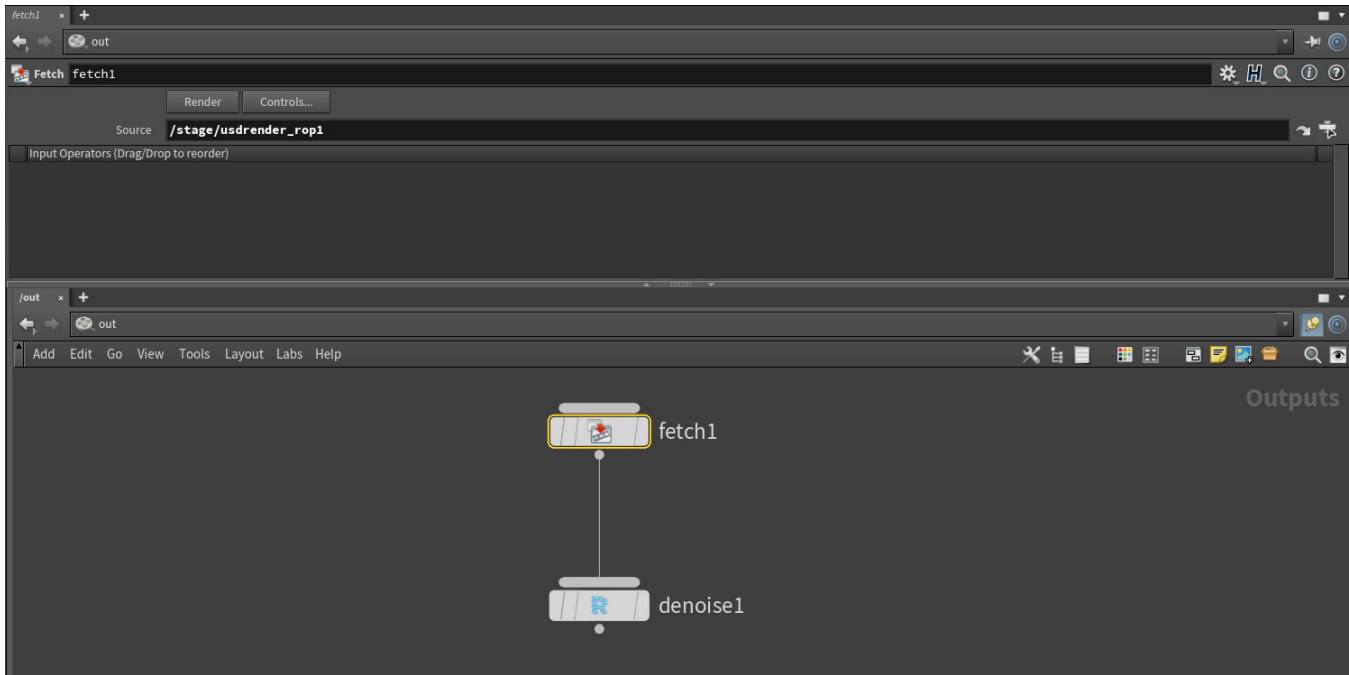

plus, you need to also un-tick as RGBA under the Display Options, like below.
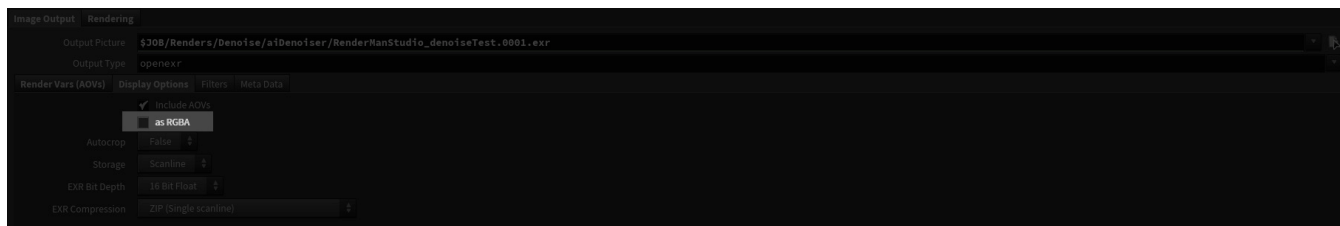
Once both of those steps are done, you can do one of the following 2 setups:

Setup 1 - ROP Fetch Node

1. In the OUT context, create a ROP *fetch* node
2. Set the *Source* parameter to a desired desired LOP *usdrender_rop* node in the Solaris/Stage context.
3. Connect a ROP *denoise* node to the ROP *fetch* node input.
4. On the ROP *denoise* node, set mode type, output location, asymmetry, flow and debug options, and once ready to render, press the Denoise button.

   Houdini will render the LOP *usdrender_rop* node using the frame range on the *denoise* node. Once all the frames have been rendered, the denoise process will begin. This ROP node dependency only works from Houdini 19.5.407 following a SideFx bug fix.

Setup 2 - ROP USD Render Node
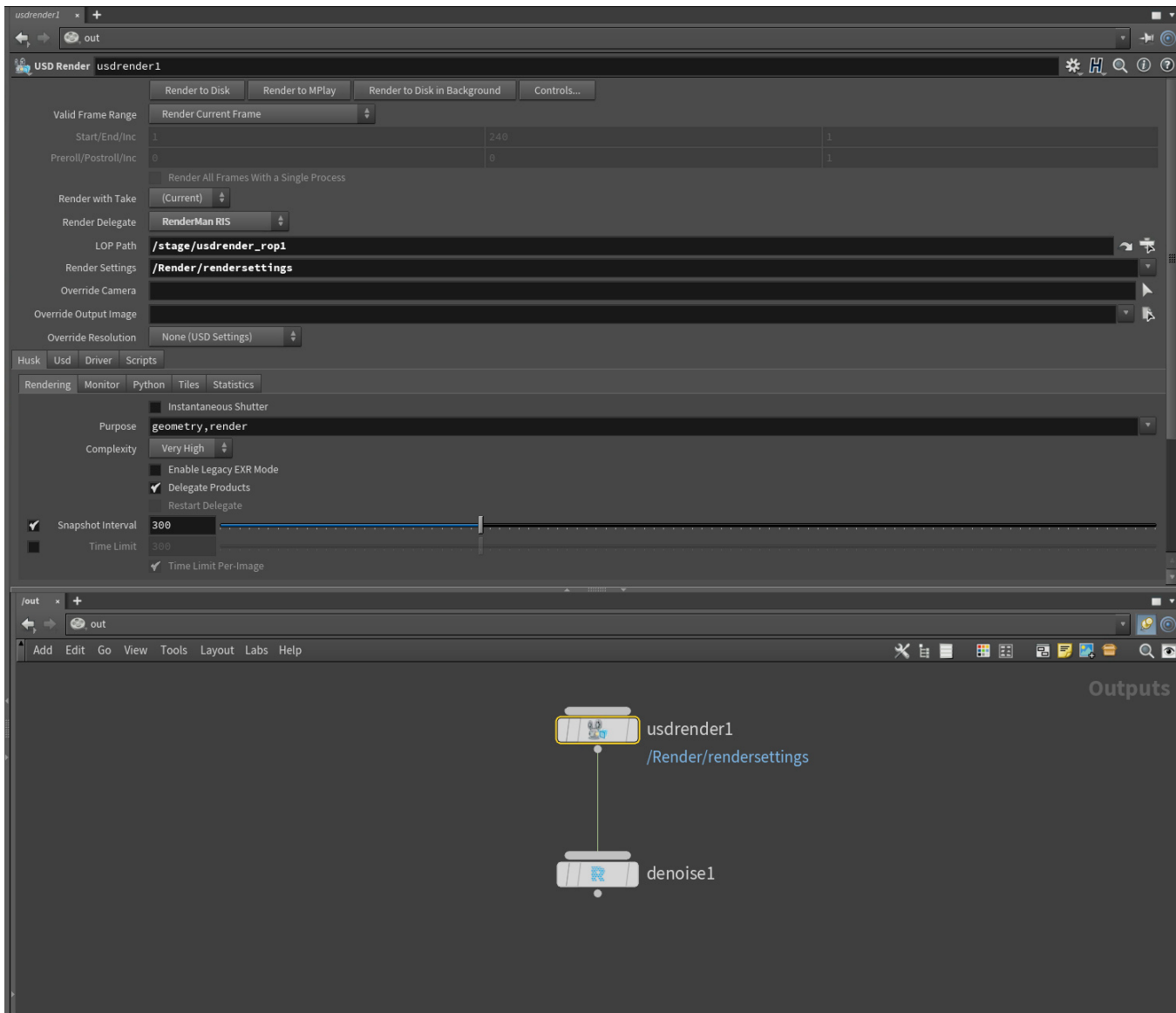
1. In the OUT context, create a ROP *usdrender* node, and change the render delegate to RenderMan RIS (XPU rendering is not currently supported with denoising in Solaris)
2. Set the *LOP path* parameter to a desired node in the Solaris/Stage context where some *RenderSettings* primitive exist (the most probable default case will be */stage/rendermanrendersettings*)
3. Set the *Render Settings* parameter to the location in your scene graph tree where the desired *RenderSettings* primitive is (the most probable default case will be /Render/rendersettings)
4. Connect a ROP *denoise* node to the ROP usdrender node input
5. On the ROP *denoise* node, set your desired parameters, and click the denoise button to begin rendering the frames to disc and denoise.

   Houdini will render the ROP *usdrender* node using the frame range on the *denoise* node. Once all the frames have been rendered, the denoise process will begin. This ROP node dependency only works from Houdini 19.5.407 following a SideFx bug fix.

ⓘ   Note : At this time we do not support the denoising workflow for Solaris in TOPs / PDG yet
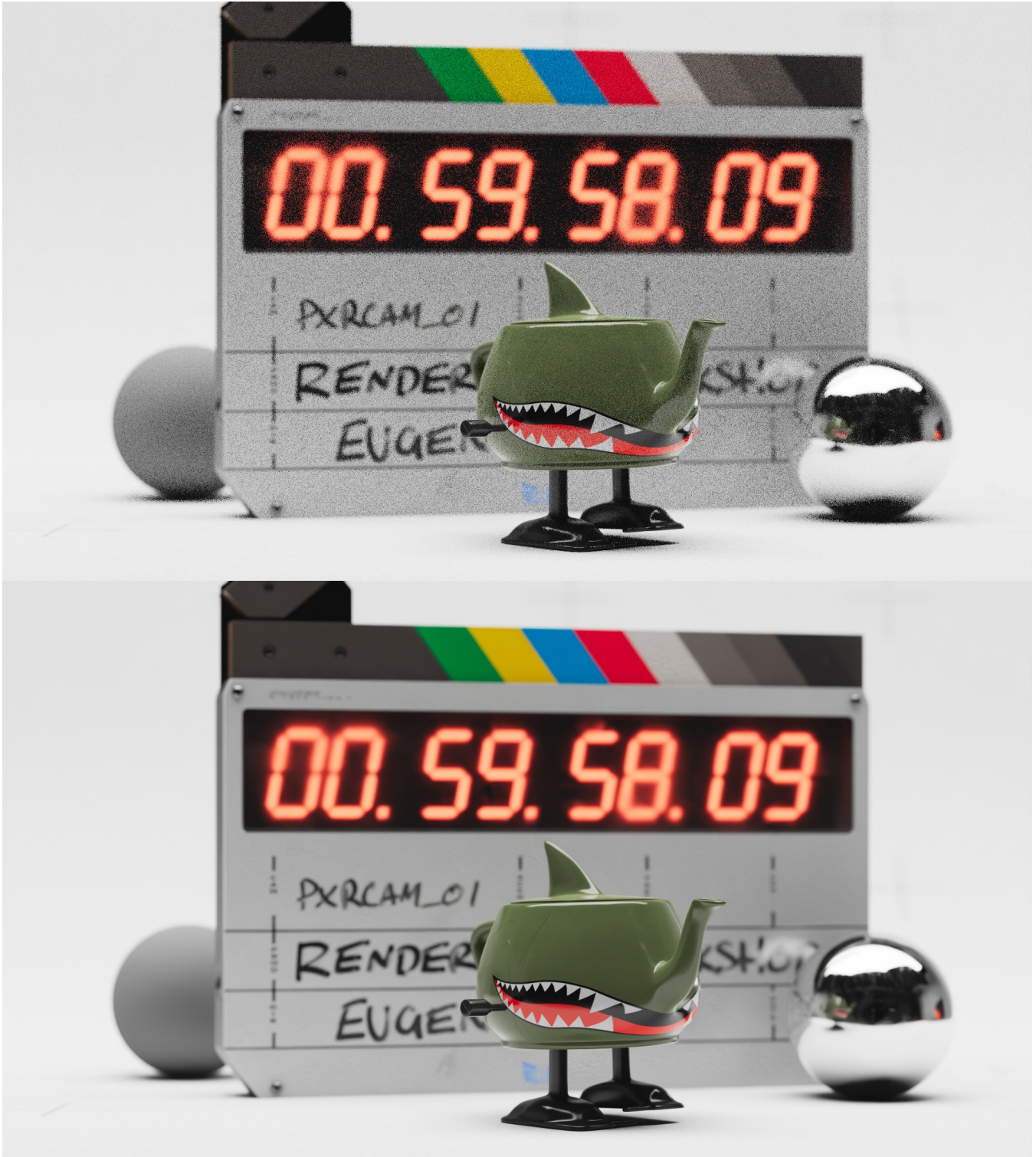
1920 x 1080
Pixel Variance = 0.26
Max Samples = 64