

# Channel and Display Defaults

Below are the defaults for Channels and Displays

## Defaults

### Common

Name	Type	Default	Description
filter	string	filter	Reconstruction rule. Supported values: default (filter), min (min), max (max), average (average), zmin (zmin), zmax (zmax), sum (sum).
relativepixelvariance	float	0	
remap	float[3]	0 0 0	
shadowthreshold	float	0.01	Threshold used to compute shadowing contributions in LPEs containing the 'shadow' token. If the shadow is cut, lower the threshold. If there are white pixels in shadowed areas, raise the threshold.
source	string	empty	AOV source name or Light Path Expression.
statistics	string	none	Supported values: none, variance, mse, even, odd.

### Common

Name	Type	Default	Description
ActiveBuckets	int	empty	
BucketOrder	int	empty	
BucketSize	int[2]	empty	
camera	string	empty	
ChannelCount	int	empty	
ChannelNames	string	empty	
CheckpointElapsedTime	float	empty	
CheckpointIncrement	int	empty	
CheckpointKeep	int	empty	
CheckpointThreads	int	empty	
far	float	empty	
HostComputer	string	empty	
mode	string	empty	
near	float	empty	
PixelAspectRatio	float	empty	
remap	float[3]	empty	
Software	string	empty	