Denoiser in Maya

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Using the Denoiser in Maya requires a number of steps.

Step 1.

Ensure that in the RenderMan Preferences, Launch denoiser is ticked (it is on by default)

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Step 2

In RenderMan's AOV tab in ARender Settings, Select Beauty and untick **As RGBA** and enable Denoise. You can then amend the denoiser parameters.

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Step 3

Launch a Batch Render from the RenderMan menu and once the frame(s) have been rendered, the denoise process will begin.