Denoising

ⓘ See Denoise Workflow for more information.

? Unknown Attachment

To output the multichannel EXR for the denoising workflow:

- ROP node > Images > Display Device > OpenEXR (This is for exporting final renders, for previewing with the Nvidia AI Denoiser in "it" you can leave the Display Device as "it")
- Select Single Frame or Cross Frame in ROP's Images Tab. This will auto-select the appropriate AOVs (only if you followed the step above)

? Unknown Attachment

? Unknown Attachment

⊗ This setting is also required to the use the Nvidia Denoise preview in "it" as we set the filter type to Importance

- Create a new Denoise ROP node
- Connect the original RIS ROP node from the above steps to the Denoise ROP
- Be sure the Controls... are set to Node by Node

? Unknown Attachment

? Unknown Attachment

You have two choices in the Denoise ROP node of importance:

- Denoise: This uses the Houdini process to render and denoise the EXR and will lock Houdini
- Denoise in Background: This creates a new process to render and denoise while leaving Houdini free

Keep in mind the Denoise feature requires a multi-channel EXR to work.