

# Tools



Image from Coco

Below are useful tools and utilities that ship with RenderMan and its plugins. Each section contains examples and explanations for usage and best practices. Everything from rendering using a terminal to viewing and manipulating images is possible out of the box!

- [Denoise](#) – Filter images to remove the noise produced by Monte Carlo path tracing.
- [Image Tool](#) – View, store, and manipulate images for better iterative processes!
- [txmake](#) – Use txmake to prepare textures for rendering as a high efficiency format designed to improve quality and reduce memory usage.