Denoising
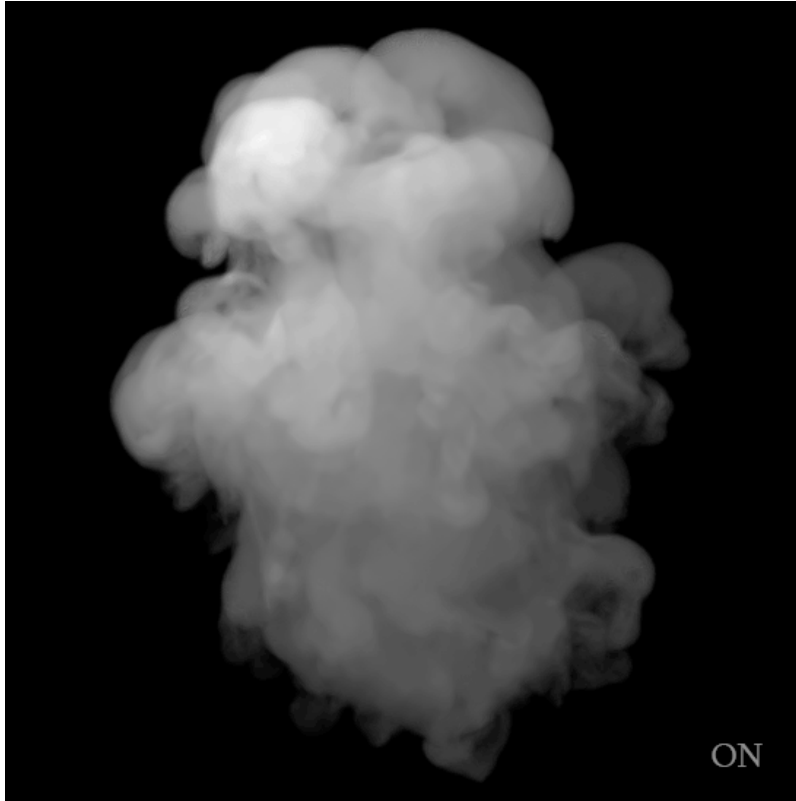
> ⓘ See Denoise Workflow for more information.

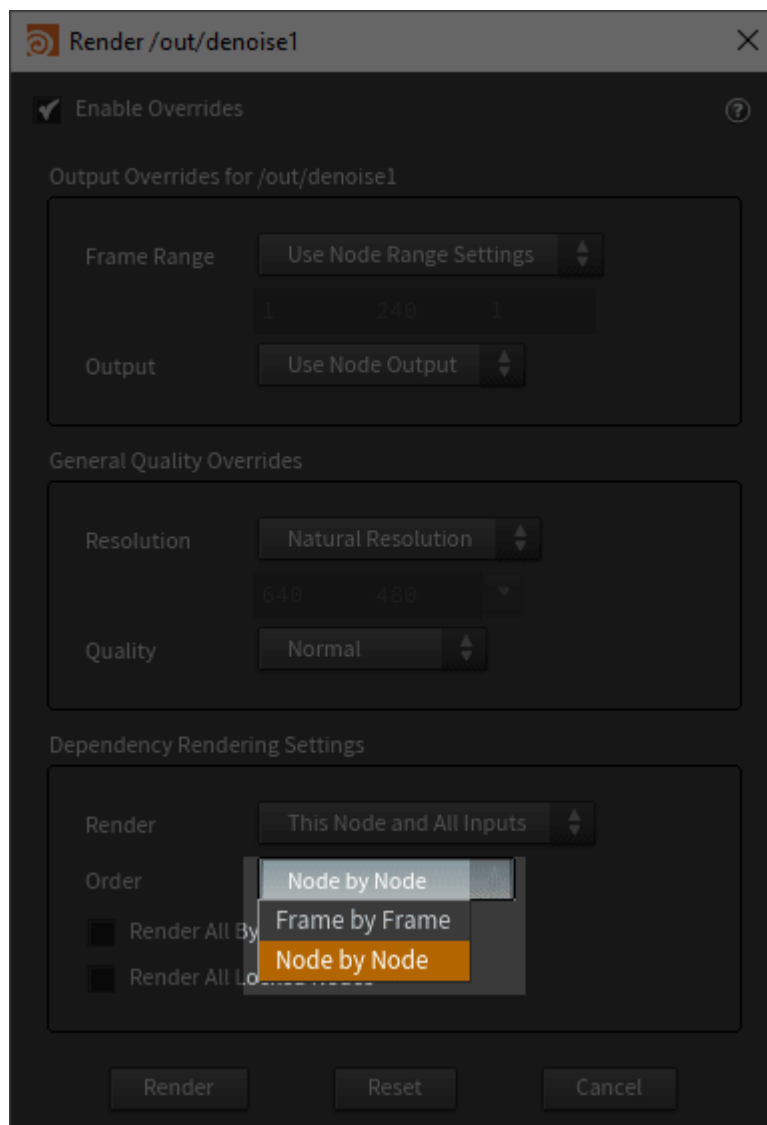To output the multichannel EXR for the denoising workflow:

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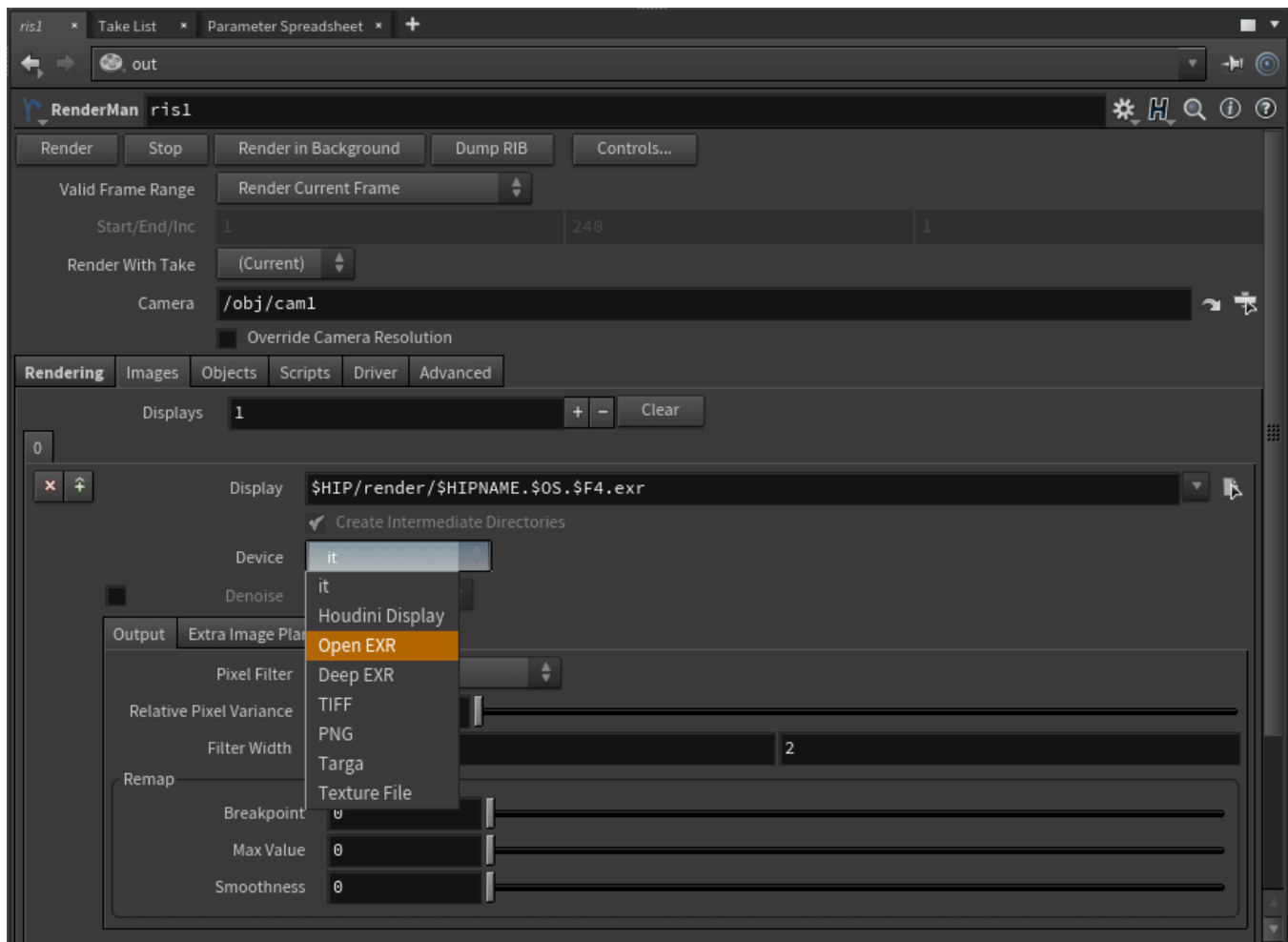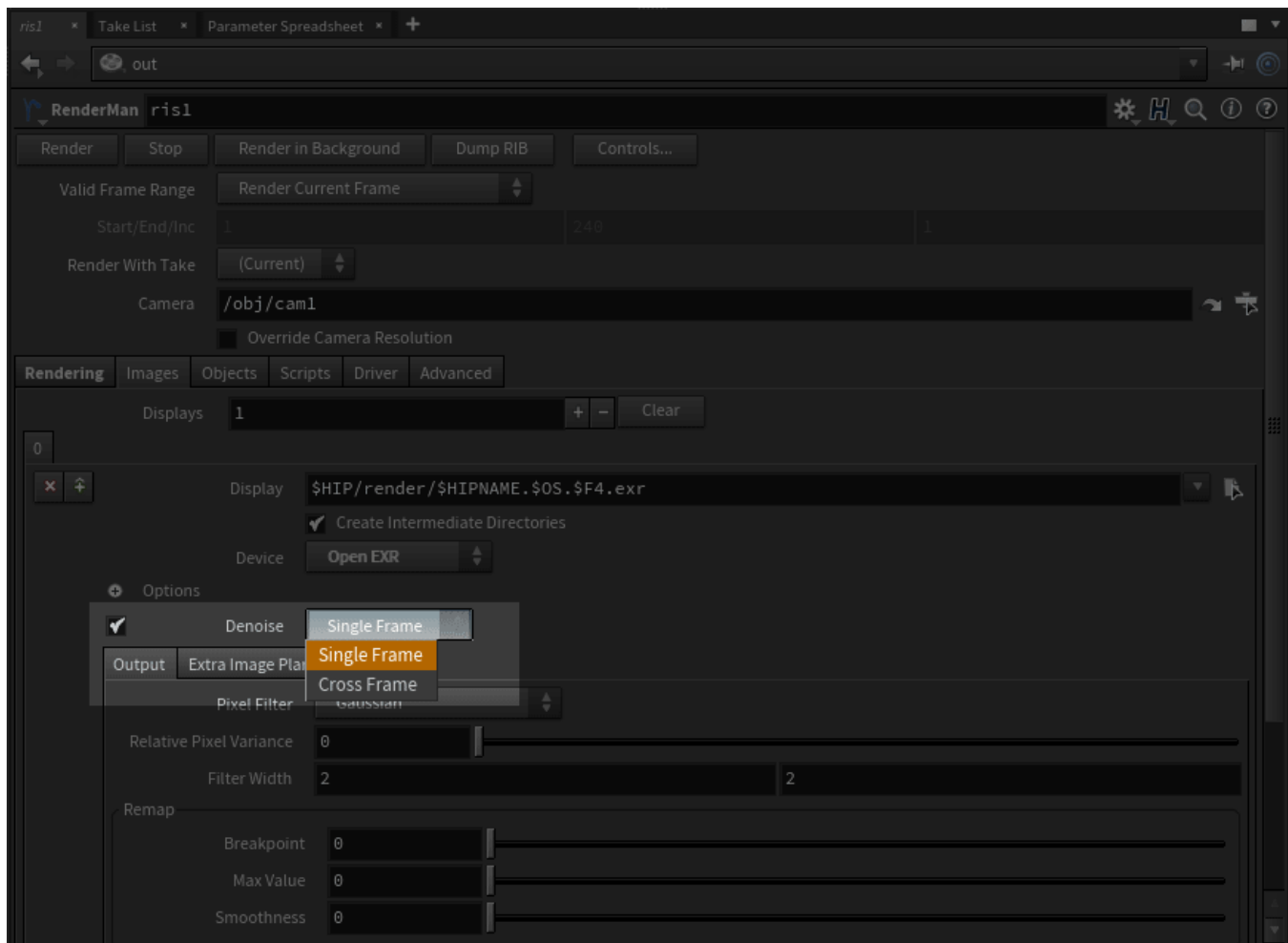
> ⊘ This setting is also required to the use the Nvidia Denoise preview in "it" as we set the filter type to Importance

- 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

ris1

denoise1

Render /out/denoise1   ✕

✔ Enable Overrides   ⓘ

Output Overrides for /out/denoise1

Frame Range   Use Node Range Settings   ▲▼

                   1   240   1

Output   Use Node Output   ▲▼

General Quality Overrides

Resolution   Natural Resolution   ▲▼

                   640   480   ▼

Quality   Normal   ▲▼

Dependency Rendering Settings

Render   This Node and All Inputs   ▲▼

Order   Node by Node

     Render All By   Frame by Frame

     Render All Loaded Nodes   Node by Node

          Render   Reset   Cancel

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.

Raw Render

Denoised Render

Raw Render Closeup

Denoised Closeup