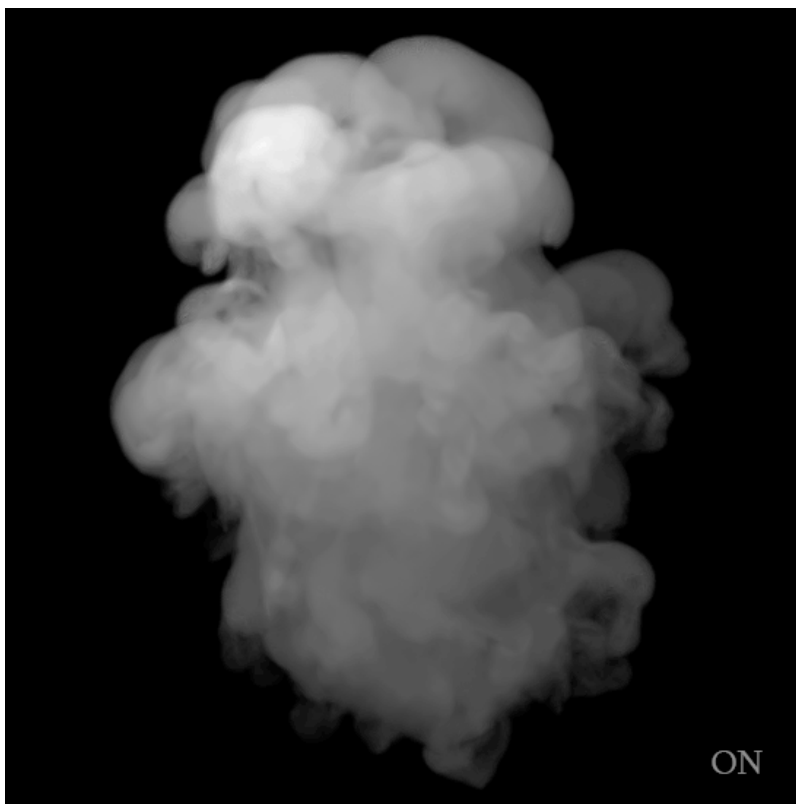


Denoising

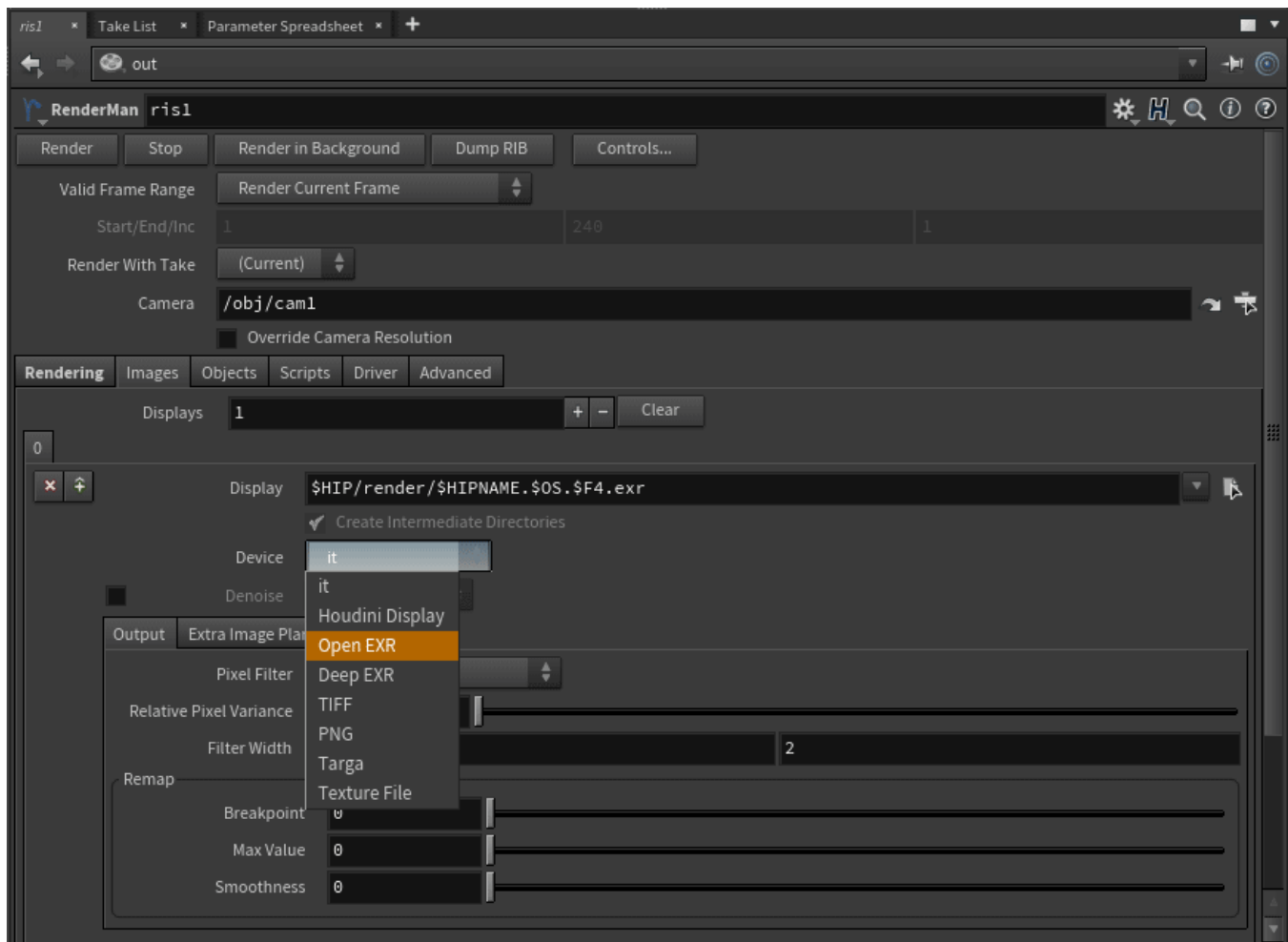


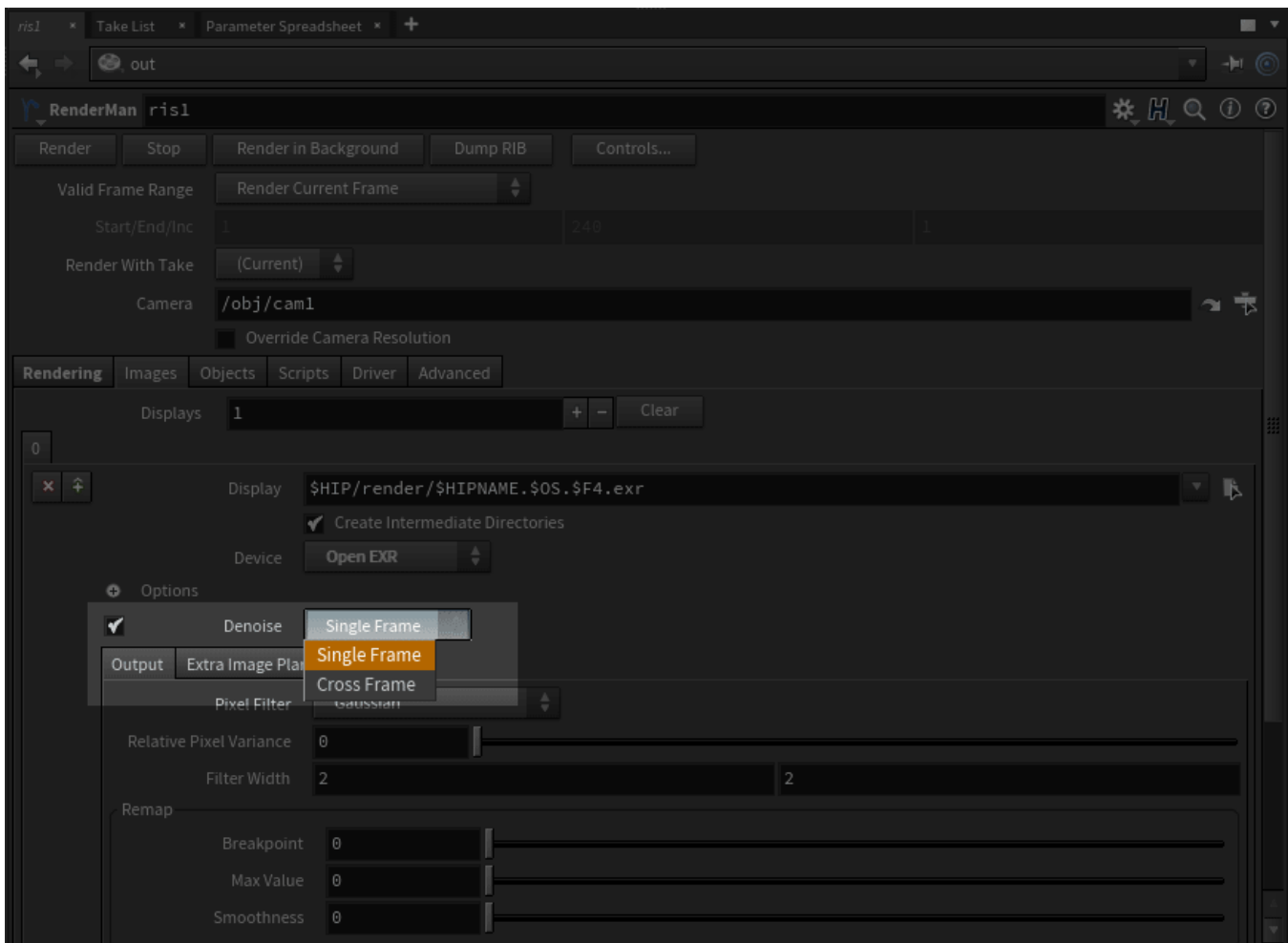
See [Denoise Workflow](#) for more information.



To output the multichannel EXR for the denoising workflow:

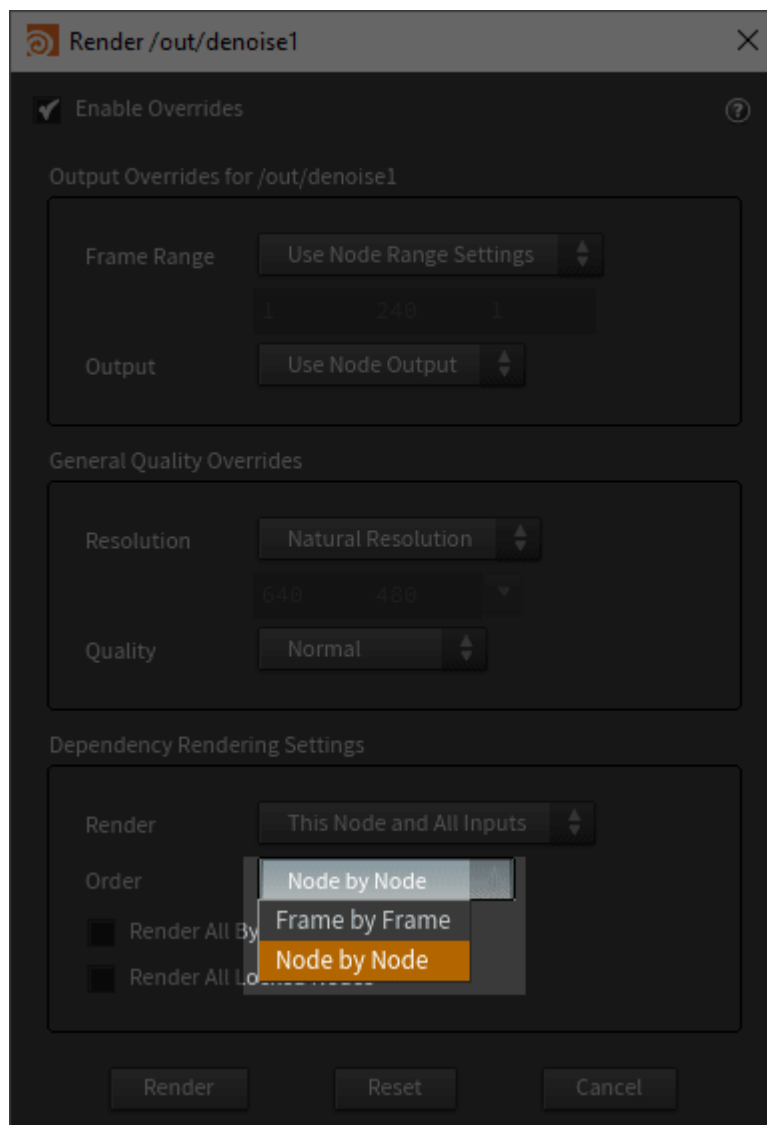
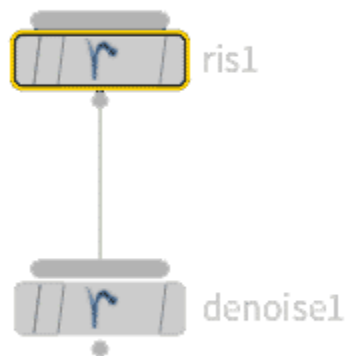
- ROP node > Images > Display Device > OpenEXR (This is for exporting final renders, for previewing with the Nvidia AI Denoiser in "it" you can leave the Display Device as "it")
- Select Single Frame or Cross Frame in ROP's Images Tab. This will auto-select the appropriate AOVs (only if you followed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





⚠ This setting is also required to 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



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