

Channel and Display Defaults

Below are the defaults for Channels and Displays

Defaults

Name	Type	Default	Description
filter	string	box	Reconstruction filter or rule. Supported values: min, max, average, zmin, zmax, sum, gaussian, box, triangle, catmull-rom, separable-catmull-rom, mitchell, blackman-harris, sinc, bessell, disk, lanczos.
filterwidth	float[2]	1 1	
relativepixelvariance	float	0	The multiplier on global pixel variance to determine convergence threshold for the adaptive sampler on this channel. Note, if the relativepixelvariance is non-zero for any channel then the global 'adaptall' setting is ignored and the relativepixelvarince for all channels will be considered in the adaptive sampler.
remap	float[3]	0 0 0	
source	string	empty	AOV source name or Light Path Expression.
statistics	string	none	Supported values: none, variance, mse, even, odd.
shadowthreshold	float	0.01	Occasionally when rendering shadows, the result loses shadow details. Lowering this threshold can bring those details back. Note: Making this parameter too low may introduce fireflies/artifacts

Name	Type	Default	Description
ActiveBuckets	int	empty	
BucketOrder	int	empty	
BucketSize	int[2]	empty	
camera	string	empty	
ChannelCount	int	empty	
ChannelNames	string	empty	
CheckpointElapsedTime	float	empty	
CheckpointIncrement	int	empty	
CheckpointKeep	int	empty	
CheckpointThreads	int	empty	
far	float	empty	
HostComputer	string	empty	
mode	string	empty	
near	float	empty	
PixelAspectRatio	float	empty	
remap	float[3]	empty	
Software	string	empty	