

# Output

Render to an arbitrary number of displays by setting the **Displays** parameter to the desired number of displays. Each display can contain additional AOVs /LPE per display. We recommend OpenEXR and TIF formats. Note that we require OpenEXR for denoising.

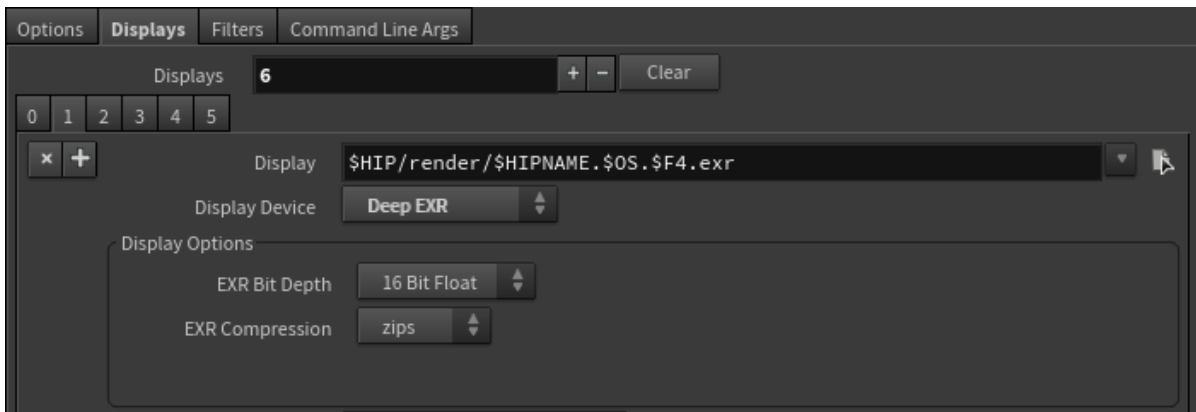
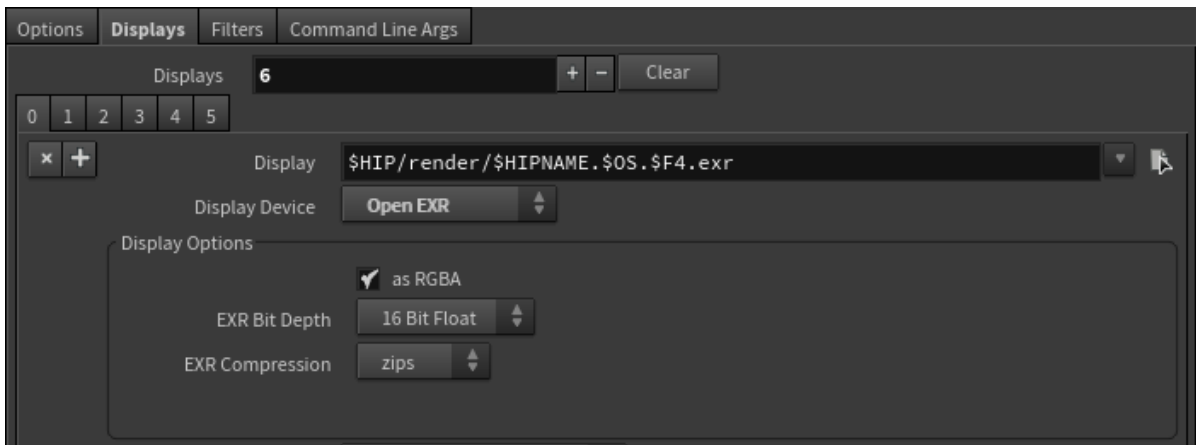
## Display Options

Display options become visible and editable when a display driver is selected. There are no additional options for interactive renders to the image tool or the Houdini display.

Note that quantized 8-bit images will default to sRGB output to avoid banding.

### OpenEXR

This is the preferred format for all of your renders. It provides an efficient format that holds your images, data, and more.

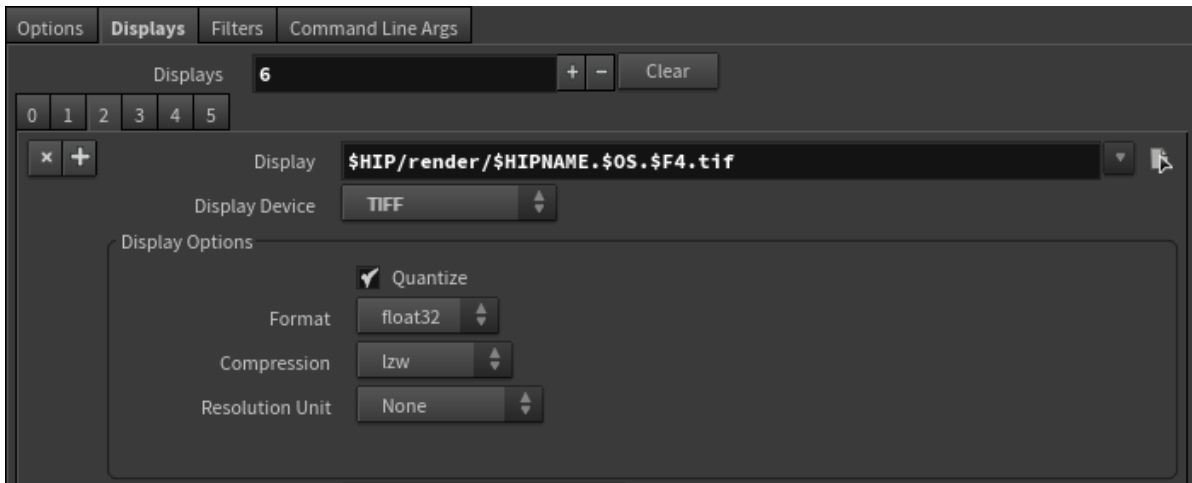


Bit depth is typically 16-float for color/illumination and 32-bit reserved for data like Z or Position

Zips compression is preferred by The Foundry's Nuke

### TIF

The common tif format is an older but still capable format for final renders



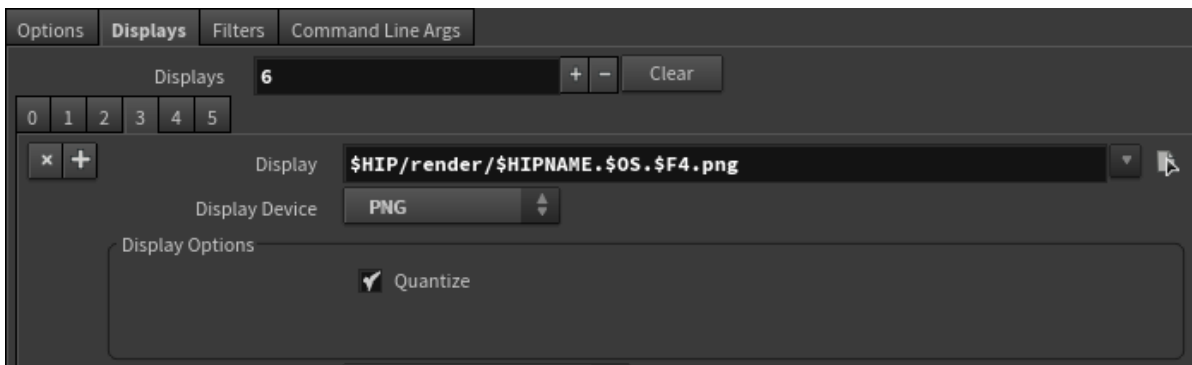
Quantized renders are for non-float bit depth

Supported depth formats, float32 is preferred

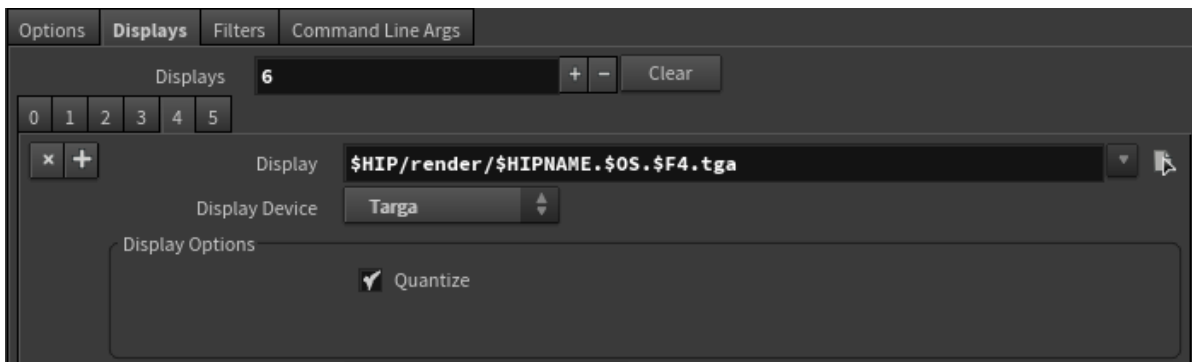
The default compression choice of lzw is a common compression for most applications viewing Tiff files

The resolution unit is useful for conversion to print sizes

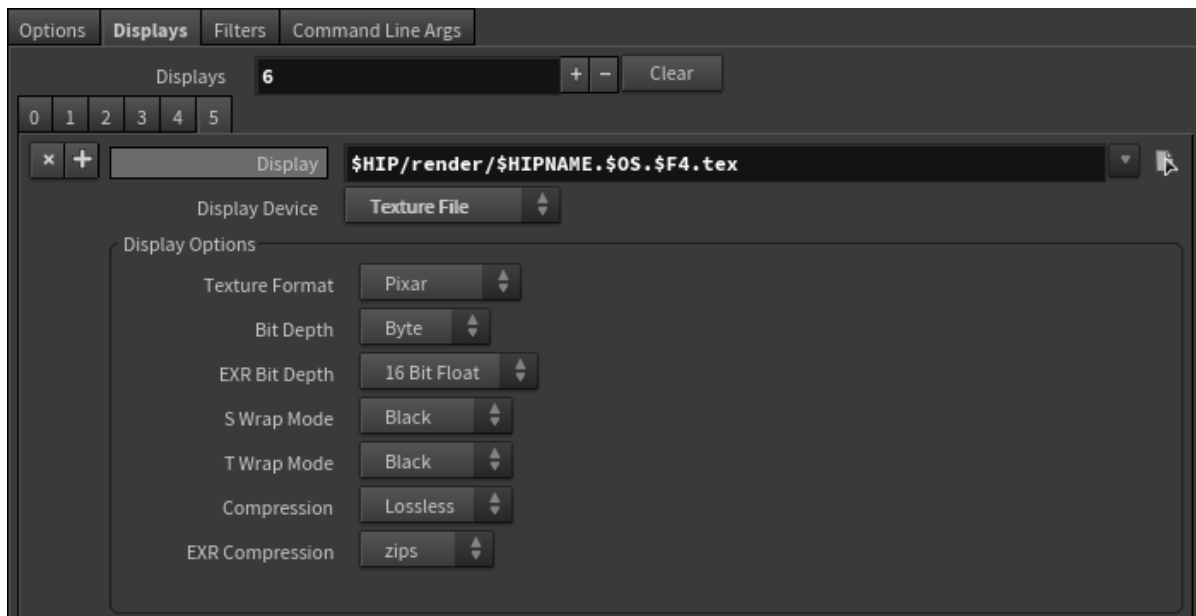
## PNG



## Targa



**TEX (RenderMan Texture Format)** We recommend Pixar Format for performance reasons.



Render to a texture file, you can find more about these options in the [txmake](#) documentation.