Display & Sample Filters

(i) See Sample and Display Filters for more information on RenderMan sample and display filters.

Setting up Display and Sample Filters

In your camera OBJ, using Edit Parameter Interface, add a shop_outputpath to your camera's Render TAB. Label it "Display Filter".



If you want the camera to output a sample filter instead of display filter, add another parameter: ri_usesamplefilter. Label it "Use Sample Filter".

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| 🖵 🗹 Use Sample Filter (ri_usesamplefilter) | | | | | | |
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Inside your RIS Network, pick a Pxr display or sample filter VOP.



Drag the VOP path to the Display Filter parameter.

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If it is a sample filter, turn on "Use Sample Filter"

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Using Multiple Display or Sample Filters

For multiple display filters, in your RIS Network, create a PxrDisplayFilterCombiner VOP.



For multiple sample filters, in your RIS Network, create a PxrSampleFilterCombiner VOP.



In the combiner, hit the + icon to dynamically create a display/sample filter. Use the x icon to remove it.

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You cannot wire a Pxr display/sample combiner into another Pxr display/sample combiner.

Drag the path of the combiner VOP to the Display Filter parameter.

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