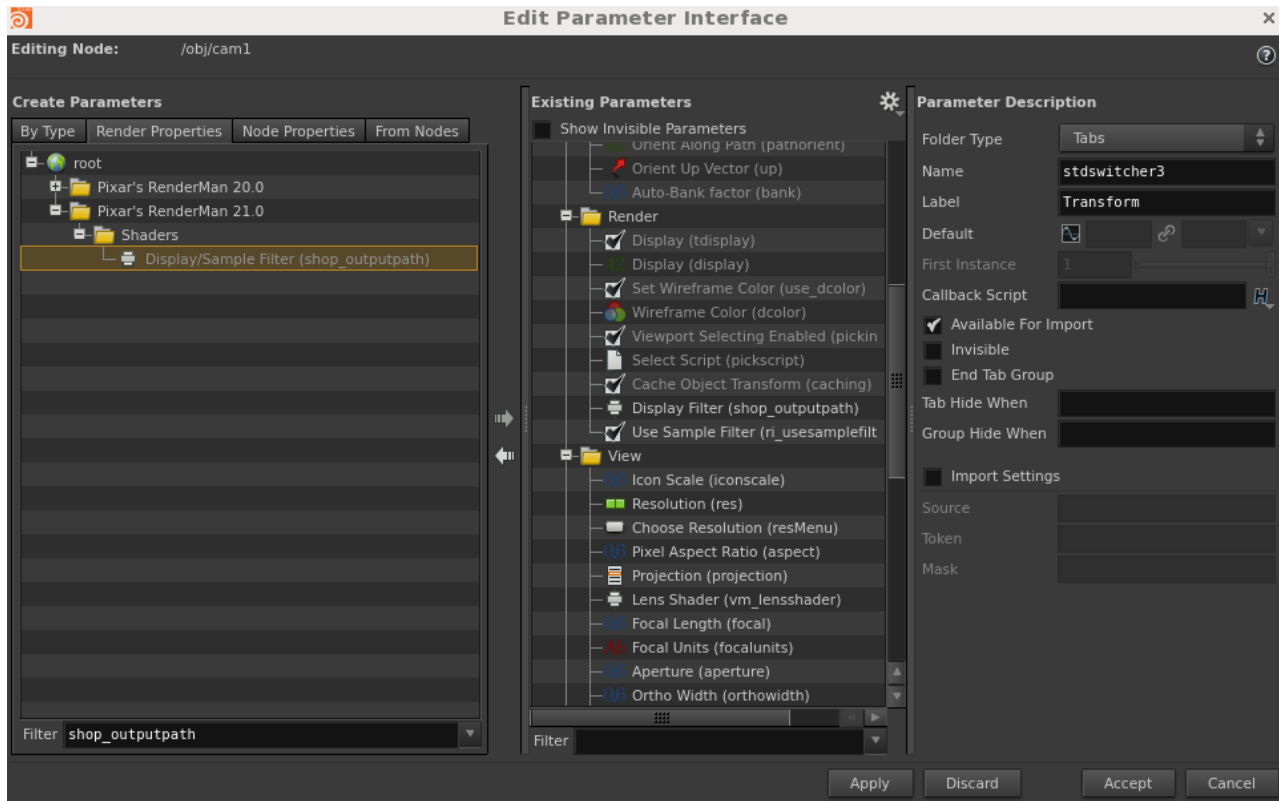


Display & Sample Filters

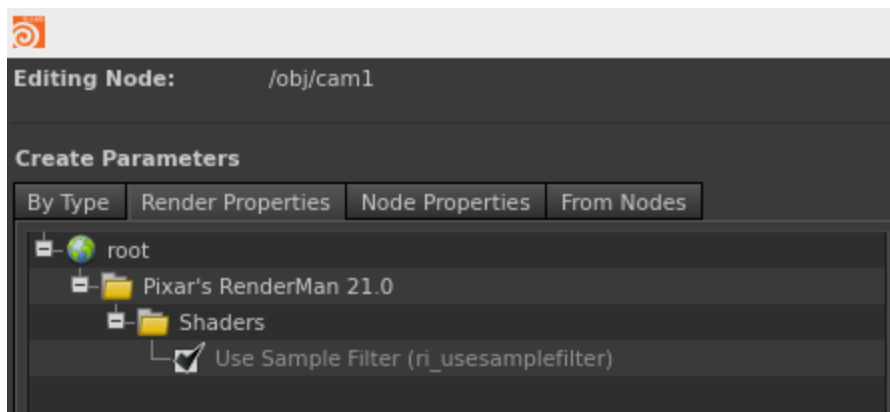
See [Sample and Display Filters](#) for more information on RenderMan sample and display filters.

Setting up Display and Sample Filters

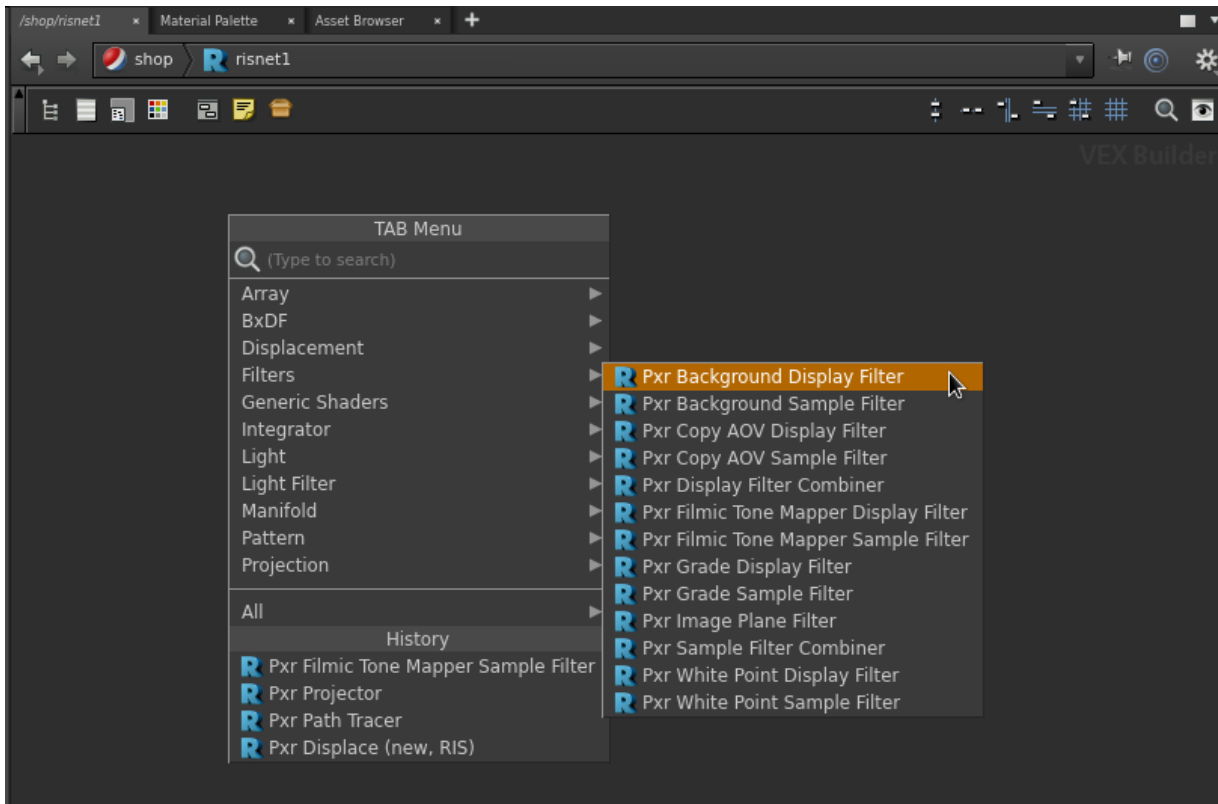
In your camera OBJ, using Edit Parameter Interface, add a **shop_outputpath** to your camera's Render TAB. Label it "**Display Filter**".



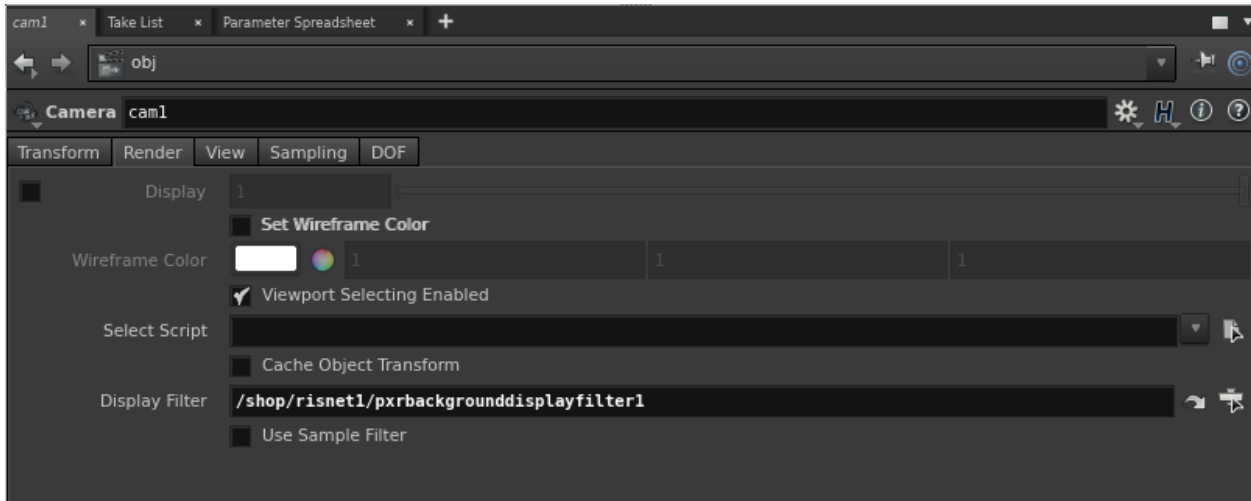
If you want the camera to output a sample filter instead of display filter, add another parameter: **ri_usesamplefilter**. Label it "**Use Sample Filter**".



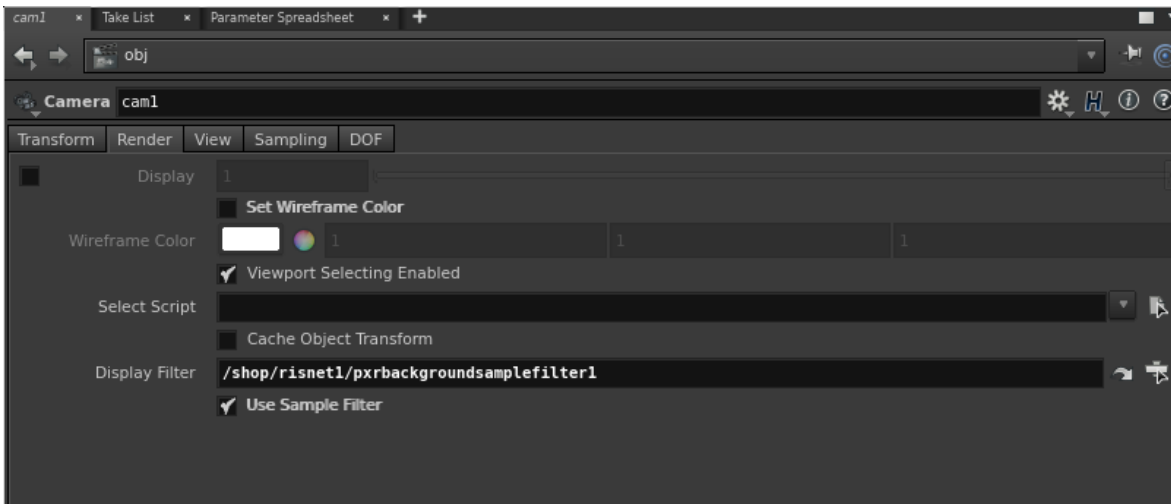
Inside your RIS Network, pick a Pxr display or sample filter VOP.



Drag the VOP path to the Display Filter parameter.

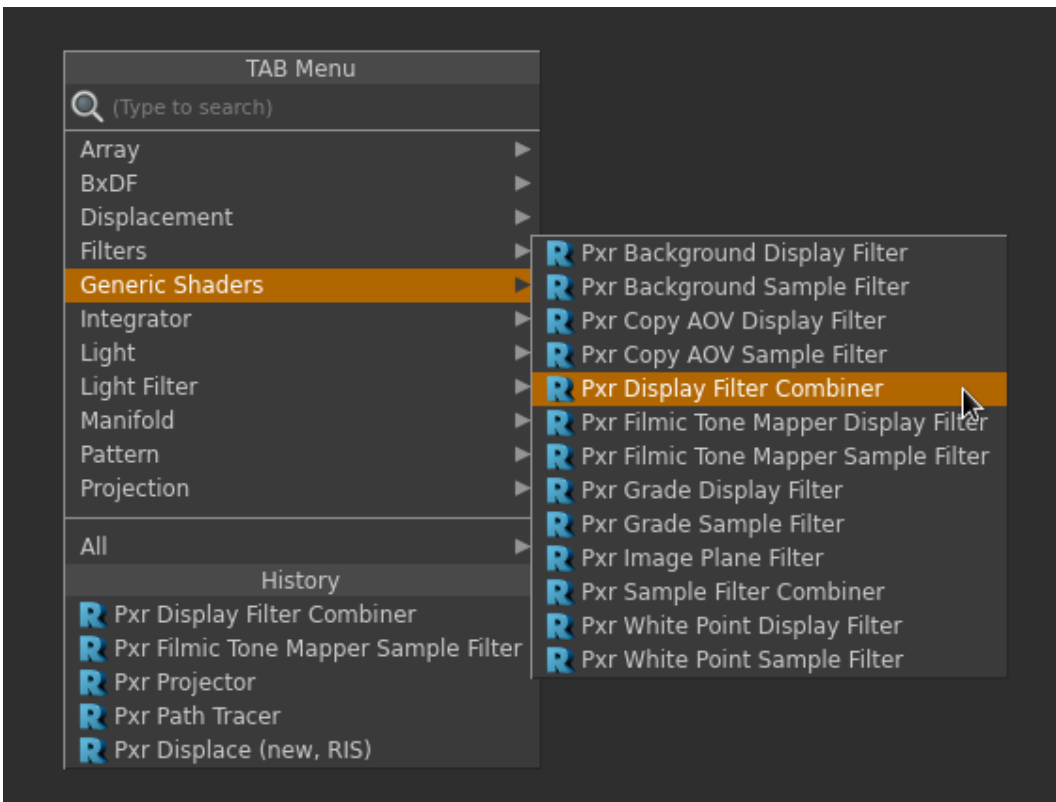


If it is a sample filter, turn on "Use Sample Filter"

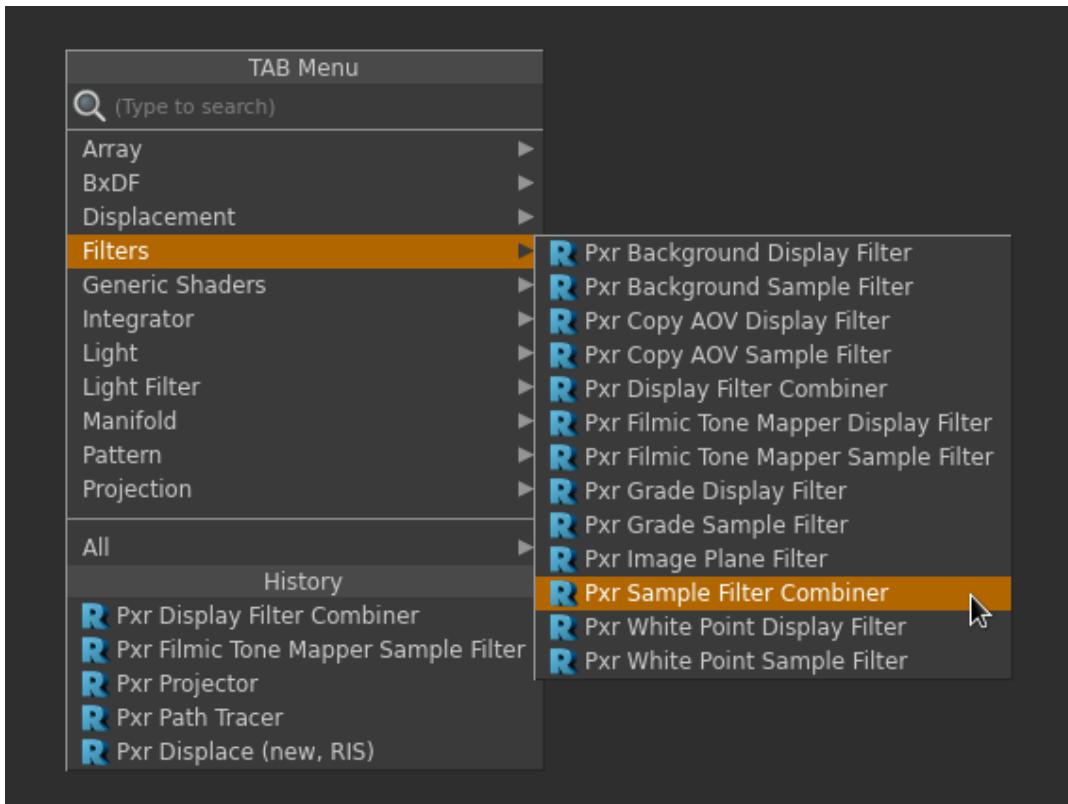


Using Multiple Display or Sample Filters

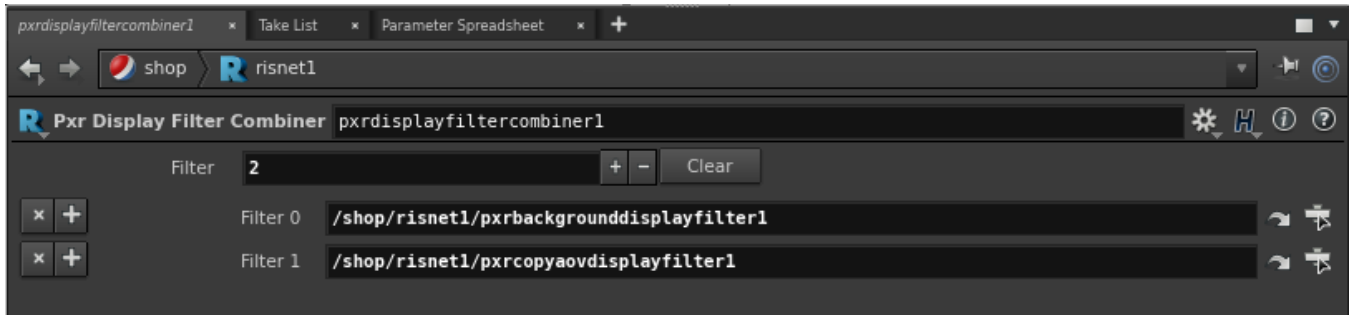
For multiple display filters, in your RIS Network, create a PxrDisplayFilterCombiner VOP.



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.



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.

