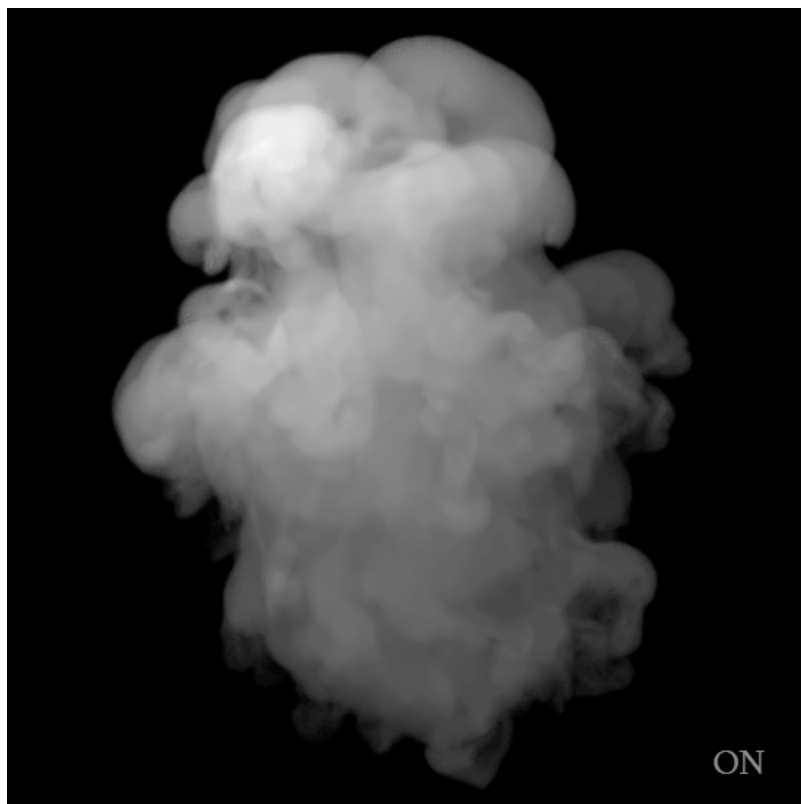


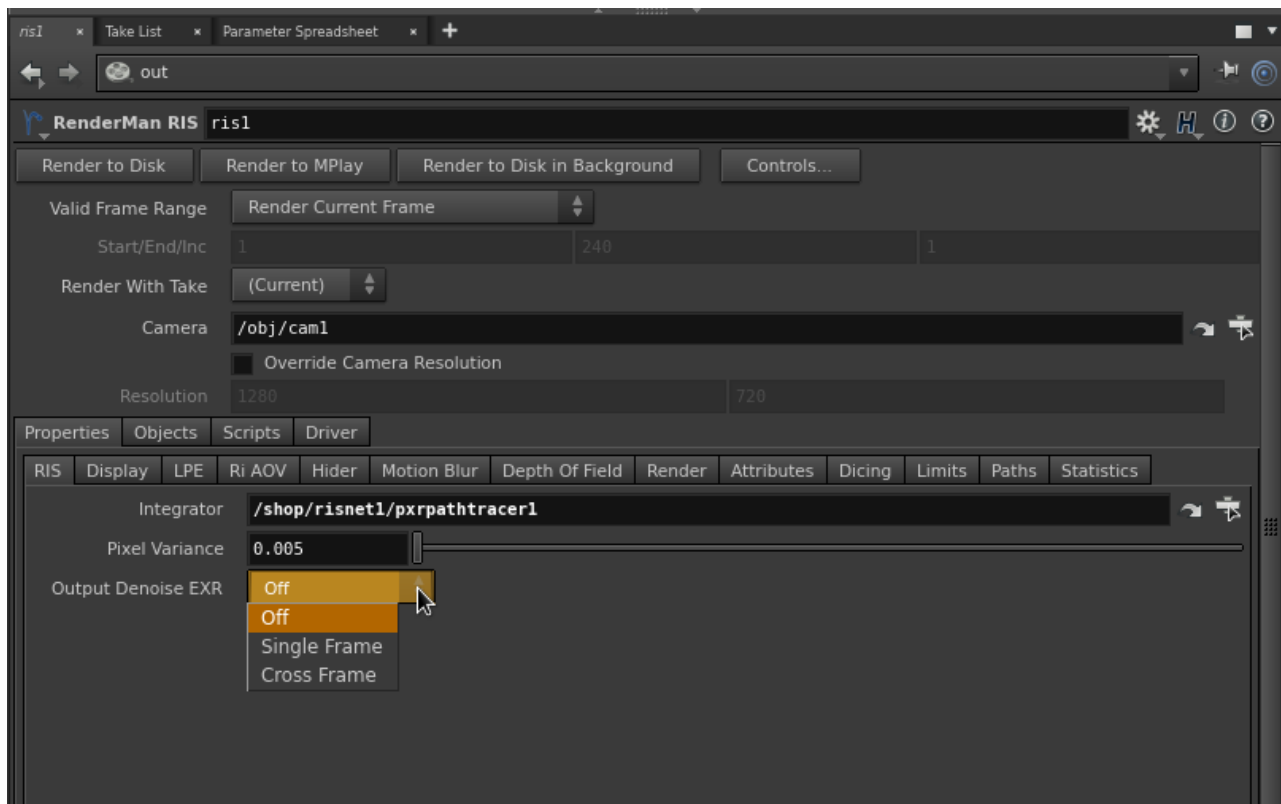
# Denoising



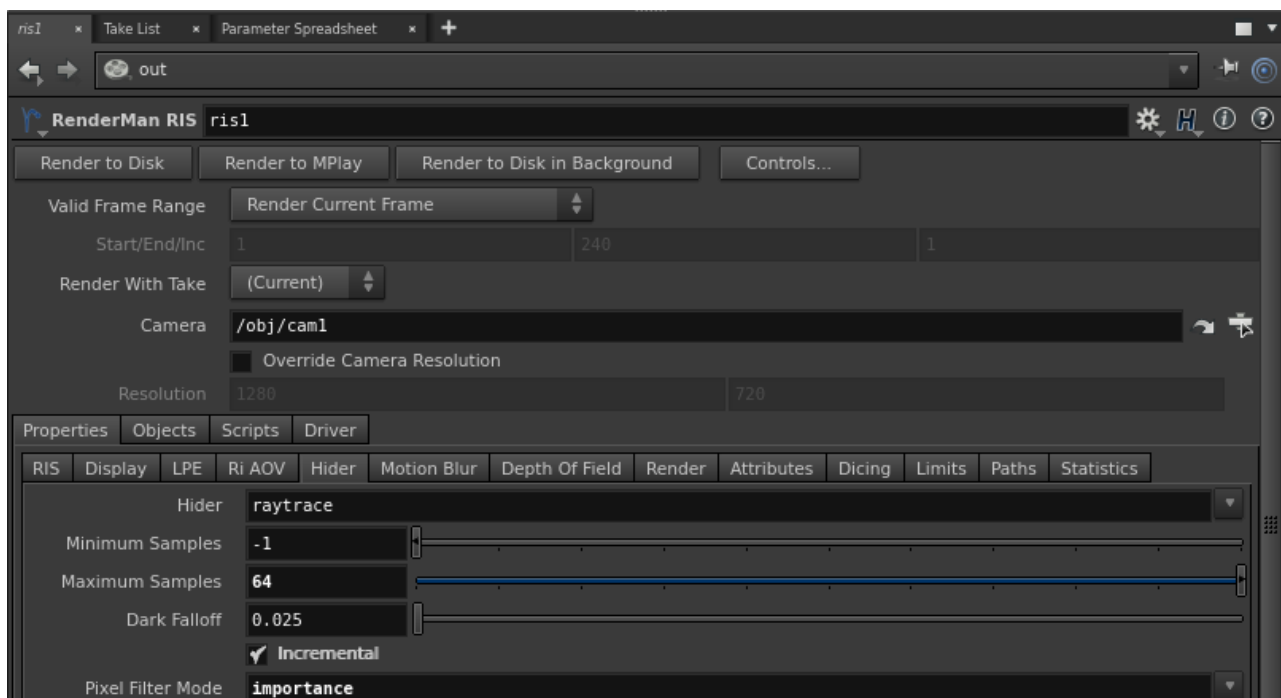
See [Denoise Workflow](#) for more information.



To output the multichannel EXR for the denoising workflow, select **Single Frame** or **Cross Frame** in RenderMan RIS ROP's **Properties | RIS: Output Denoise EXR**.



Additionally, you must set the RenderMan RIS ROP's **Properties | Hider: Pixel Filter Mode** to **importance**. If this is not set, it will introduce artifacts during the denoise process.





When running the [denoise command](#), use `volume.filter.json` instead of the default denoise filter for volumes.

For users wanting to output AOVs for Denoising manually (for the purpose of rendering separate EXRs and not a multi-channel EXR), you can find the AOV information on the [Denoise Workflow](#). *Keep in mind the [Denoise](#) feature requires a multi-channel EXR to work.*

Raw Render

Denoised Render

Raw Render Closeup

Denoised Closeup