

Image Layers - DSettings Super Tool

Overview

Using the *Image Layers* group of attributes the user specifies one or several layers of images to output simultaneously from the rendering process. By default, the *Image Layers* group of attributes is setup to output only one image layer: the RGBA components representing the main image, also commonly referred to as the *Beauty*.

It is possible to add any number of layers, each set to output any complementary information to the *Beauty* image, such as:

- Variables computed inside shaders, commonly called *Arbitrary Output Variables* (AOVs), such as depth values associated to the *Beauty* image, original color of surfaces (without the effect of the lighting), the specular and diffuse shading components of the *Beauty* image.
- Contribution of individual or group of lights to the *Beauty* image.

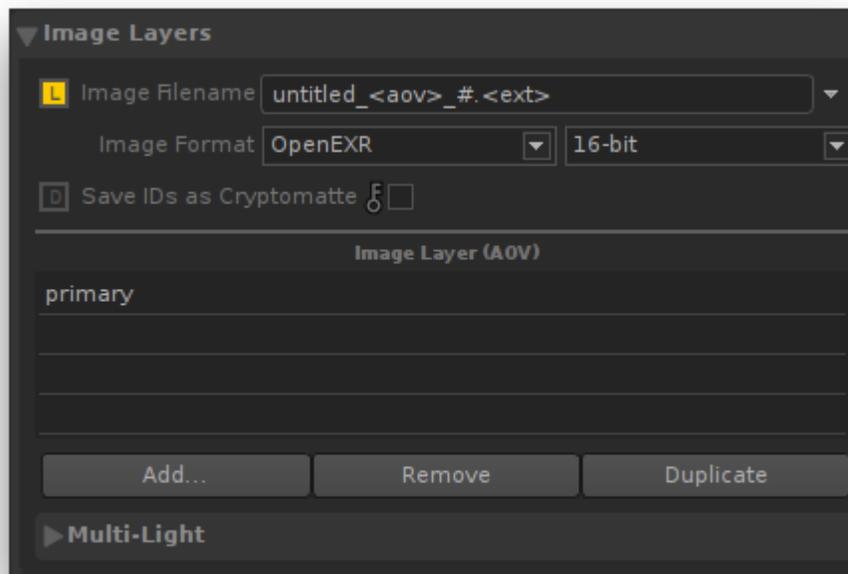
Such layers can be useful for compositors to have many options while composing the final image and/or rapidly establishing the right light balance.

All the layers are rendered simultaneously. Adding many layers do not generally increase rendering time significantly.



Windows Only

Writing to disk many *Image Layers* may result in a performance bottleneck on Windows file systems. This is not the case on more efficient file systems such as Linux (ext4).



The *Image Layers* group.

The first section of the *Image Layers* group is used to specify default values and output behaviour for all image layers.

Image Filename

Specifies the file location for the image layers.

Image Format

Specifies the default file format for the image layers, including the pixel bit depth. The default is a 16-bit float EXR file. All image layers are output to this file; for this reason, only file formats that support multi-layered images are shown. The available options are:

Image Format	Description	Supported bit depths
TIFF	TIFF format.	8-bit (integer), 16-bit (integer) and 32-bit (float).
OpenEXR	OpenEXR format.	16-bit (half float), 32-bit (float)

OpenEXR (deep)	OpenEXR "deep" format. Each pixel can contain multiple values at different depths.	16-bit (half float), 32-bit (float)
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Below the list of layers there are four buttons. Except for *Add...*, their function applies to the selected layers in the list:

Add...

For adding layers. The *AOV Selector* will pop for enabling one or more AOVs. All the AOVs selected in the AOV Selector are presented in the list of layers.

Remove

Select one or more layers in the list and press *Remove* to delete them from the list.

Duplicate

Select a layer in the list and press *Duplicate* to duplicate it. You can then change some of the per layer attributes for any of the duplicated layer (otherwise you simply end up with exactly the same Layer/AOV without any difference). For example, you can have two *Diffuse* layers saved in different file format, or each with a different *Pixel Filter* or *Display Subset* (specified in the *Advanced* groups of attributes).