Cycles Operators

bpy.ops.cycles.**denoise_animation(*, input_filepath='', output_filepath='')**

Denoise rendered animation sequence using current scene and view layer settings. Requires denoising data passes and output to OpenEXR multilayer files

PARAMETERS:

- **input_filepath** (*string, (optional, never None)*) – Input Filepath, File path for image to denoise. If not specified, uses the render file path and frame range from the scene
- **output_filepath** (*string, (optional, never None)*) – Output Filepath, If not specified, renders will be denoised in-place

FILE:

addons_core/cycles/operators.py:54

bpy.ops.cycles.**merge_images(*, input_filepath1='', input_filepath2='', output_filepath='')**

Combine OpenEXR multi-layer images rendered with different sample ranges into one image with reduced noise

PARAMETERS:

- **input_filepath1** (*string, (optional, never None)*) – Input Filepath, File path for image to merge
- **input_filepath2** (*string, (optional, never None)*) – Input Filepath, File path for image to merge
- **output_filepath** (*string, (optional, never None)*) – Output Filepath, File path for merged image

FILE:

addons_core/cycles/operators.py:142

bpy.ops.cycles.**use_shading_nodes()**

Enable nodes on a material, world or light

FILE:

addons_core/cycles/operators.py:24