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Denoise Node

The Denoise node is used to denoise renders from [Cycles](#) and other ray tracing renderers. This helps to significantly reduce render time by rendering with fewer samples.

It uses [Open Image Denoise](#), which transforms noisy images into clean images with machine learning.

Inputs

Image

Noisy image input.

Normal

Optional normal render pass to better preserve detail. For Cycles, it is recommended to use the Denoising Normal render pass, which is available when enabling the Denoising Data passes.

Albedo

Optional albedo render pass to better preserve detail. For Cycles, it is recommended to use the Denoising Albedo render pass, which is available when enabling the Denoising Data passes.

Properties

Prefilter

None:

Does not apply any prefiltering to the input passes. This option retains the most detail and is the fastest, but assumes the input passes are noise free which may require a high sample count. If the input passes are not noise free, then noise will remain in the image after denoising.

Fast:

Assumes the input passes are not noise free, yet does not apply prefiltering to the input passes. This option is faster than *Accurate* but produces a blurrier result.

Accurate:

Prefilters the input passes before denoising to reduce noise. This option usually produces more detailed results than *Fast* with increased processing time.

Quality

Follow Scene:

Use the [scene's quality setting](#).

High:

Produces the highest quality output at the cost of long processing times.

Balanced:

Balanced between performance and quality, typically processing in half the time as *High*, while retaining most of the quality.

Fast:

Produces an output quickly at a noticeable cost of quality.

HDR

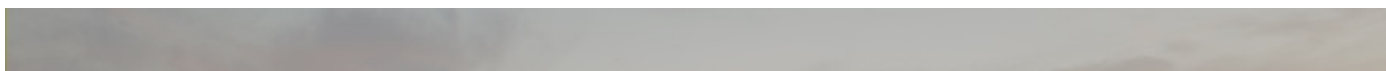
Preserve colors outside the 0 to 1 range.

Outputs

Image

Denoised image output.

Examples





Render before and after denoising, with a very low number of samples as input. As more samples are used, the denoiser will be able to better preserve detail.

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Last updated on 2025-05-10

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