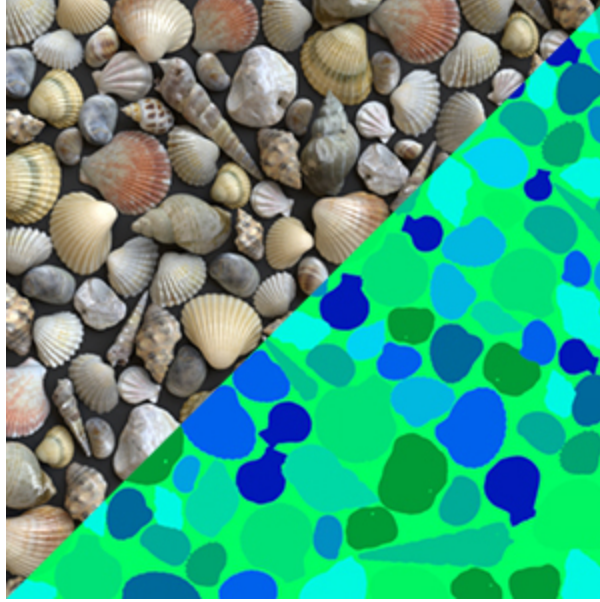


Cryptomatte



Beauty AOV / Cryptomatte material AOV

Arnold supports *Cryptomatte*, an ID matte creation tool created by Jonah Friedman. It creates ID mattes automatically with support for motion blur, transparency, and depth of field. Names, object namespaces, and material names can be used to organize ID mattes in the scene.

The following *Cryptomatte* AOVs are available under AOVs.

- **crypto_asset** creates the same matte for all assets.
- **crypto_material** creates a matte based on the assigned shader.
- **crypto_object** creates a matte based on the object name.

The steps are:

1. Create the *Cryptomatte* material and assign it to an *arnoldAov* shader slot.
2. Set the *Cryptomatte* material on an *ArnoldGlobalSettings* node, in Channel Definitions -> *aov_shaders* (add an entry and assign your *Cryptomatte* material).
3. Create *ArnoldOutputChannelDefine* and *RenderOutputDefine* nodes for each of the *Cryptomatte* channels you care about: probably some of *crypto_object*, *crypto_material* and *crypto_asset*.
 - a. Make sure to leave the type set to RGBA.
 - b. Don't forget to set the channel on *RenderOutputDefine* to your channel created in *ArnoldOutputChannelDefine*.

