


AOV Shaders

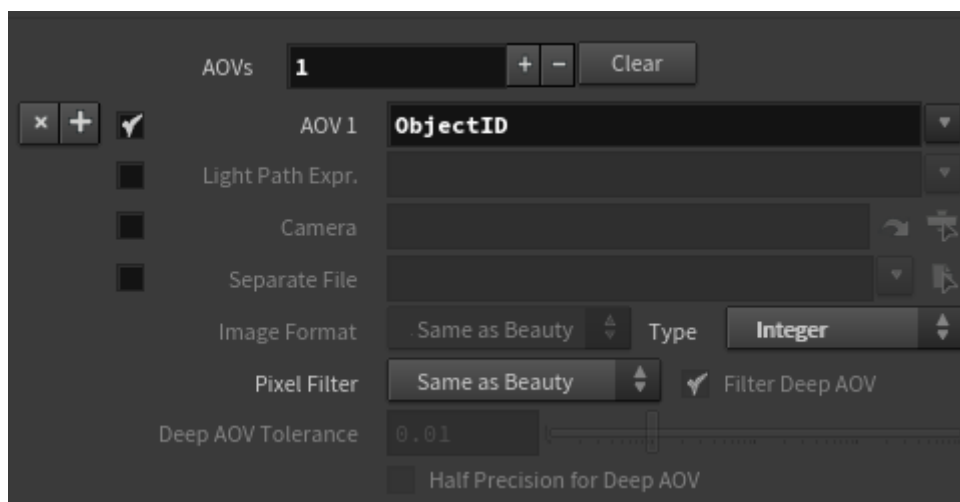
Below is a list of **AOV** shaders available in HtoA.


- [AOV Read](#)
- [AOV Write](#)
- [Cryptomatte](#)

 More information on adding AOVs can be found [here](#). Tutorials about AOVs can be found [here](#).

Enable AOVs on the Render Output

Before writing to it, the AOV has to be enabled in the **ROP** and given a name that is also assigned in the `aov_name` parameter of each shader. The AOV type must also be set correctly.



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