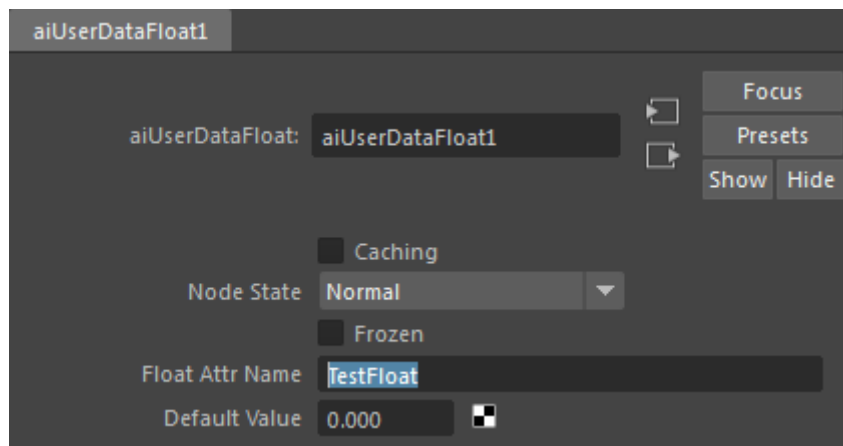


User Data

It is possible to create arbitrary user data that can be attached to any object. This user data can then later be used at shading time by specific nodes with a user prefix. The convention used to store the user data can be found in different data types such as *color* and *float*. For example:

- Create an *aiUserDataFloat* and call it *TestFloat*:




- Export the scene as a *.ass* file and open it in a text editor. We can see that the float *TestFloat* is stored in the *.ass* file as follows:

```
user-data-float.ass - WordPad
Home View
1 0 0 0
0 1 0 0
0 0 1 0
2.07218742 0 0 1
shader "aiStandard2SG"
opaque on
id 1419877023
declare mtoa_shading_groups constant ARRAY NODE
mtoa_shading_groups "aiStandard2SG"
declare TestFloat constant FLOAT
TestFloat 0.5
}

gaussian_filter
{
name defaultArnoldFilter@gaussian_filter
width 2
}

driver_exr
{
```

 More examples of how to use these shaders can be found [here](#).

