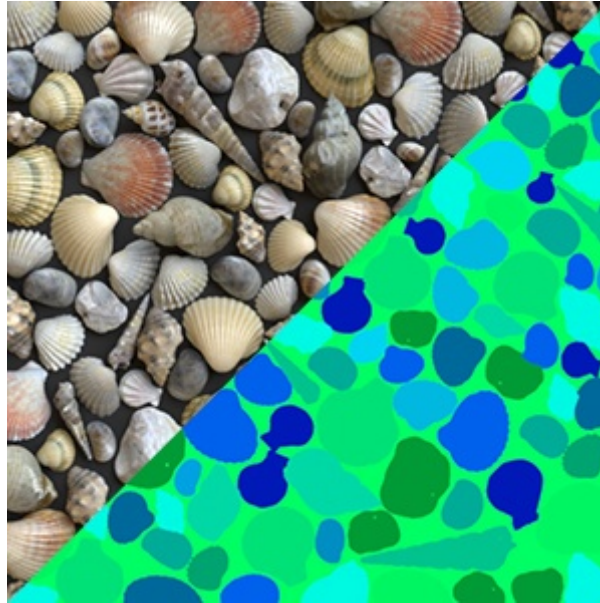


Cryptomatte



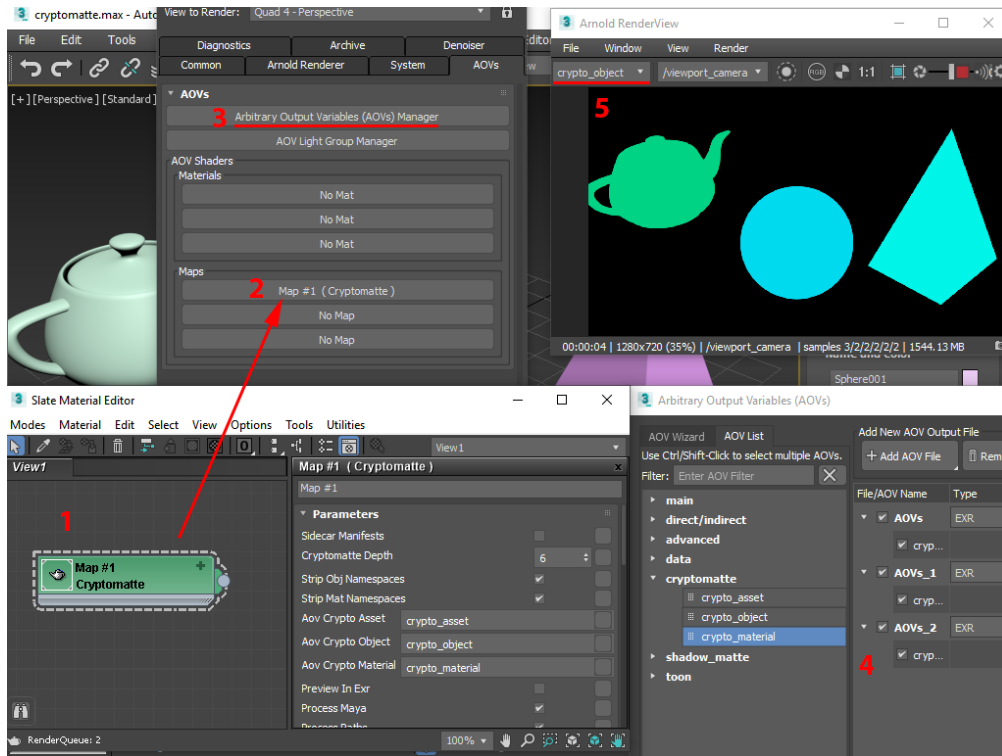
Beauty AOV / Cryptomatte material AOV

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.

1. Create a *cryptomatte map* in the Slate Material Editor.
2. Drag the *cryptomatte map* onto a Map slot under AOV Shaders in the *AOVs* tab of the *Render Setup* window.
3. Open the *Arbitrary Output Variables window* (*AOVs* tab of the *Render Setup* window).
4. Select the *Cryptomatte* AOVs that you require and **Add** them (drag across to the right from the *AOV List*).
5. Render the scene. The *Cryptomatte* AOVs should now be available in the AOV list in the *RenderView window toolbar*.



An example scene file can be downloaded [here](#).