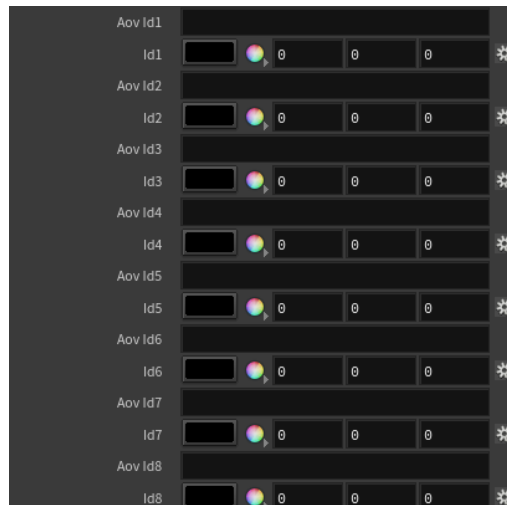


AOVs (ID) Hair



The **Standard Hair** shader supports ID AOVs. These are useful for creating mattes for compositing.