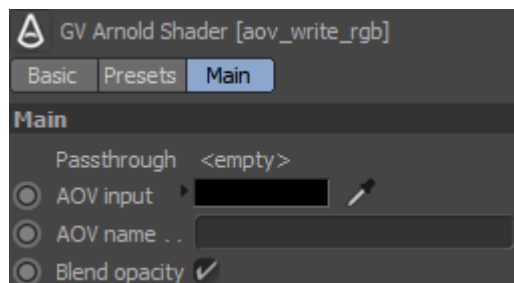


AOV Write



The *AOV Write* shaders allow you to write float, int, vector, or color data to custom AOVs.

i See the [AOVs](#) page for more details about how to define a custom AOV in the scene. A tutorial that covers how to use the *AOV_write* shader can be found [here](#).

Passthrough

Allows parallel evaluation in a shader network.

AOV Input

Input float value to write to the AOV.

AOV Name

Name of the AOV.

Blend Opacity

For transparent surfaces, this controls if only the first surface writes to the AOV, or if the value from all transparent surfaces is blended together.