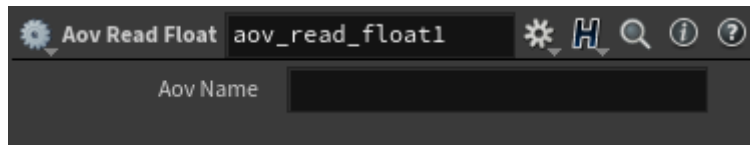


# AOV Read



The *AOV Read* shaders allow you to read float, int or color data.

 See the [AOVs](#) page for more details about how to define a custom AOV in the scene.

## AOV Name

Name of the AOV.