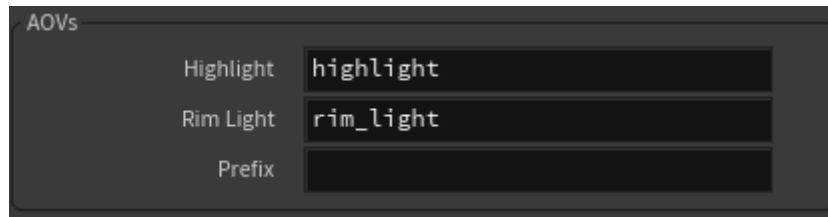


## AOVs (Toon)



The following AOVs are available for the *toon* shader.

### Stylized Highlight AOV

Stylized highlight AOV.

### Rim Light AOV

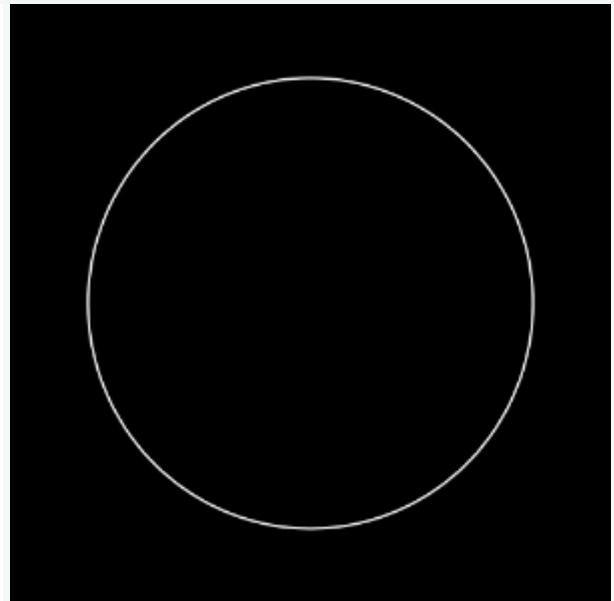
Rim light AOV.

### ✔ Rendering Edges Separately

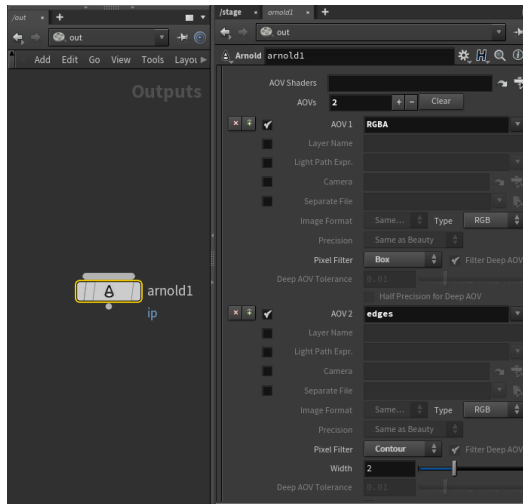
To save the beauty render (without edges) and edges separately, you must create an *RGBA* AOV (beauty) and a *Custom AOV* (edges). Use a *box\_filter* for the *RGBA* AOV (because the *contour\_filter* uses *box\_filter* internally) and a *contour\_filter* for the edges *Custom AOV*. This enables you to render two separate images simultaneously, which also saves the overall rendering time.



RGBA AOV without edges (Box Filter)



Edges Custom AOV (alpha channel) using Contour Filter



*RGBA (box\_filter) and edges custom AOV (contour\_filter)*

 An example *toon* scene (with AOVs) can be downloaded [here](#).

## AOV Prefix

An optional *aov\_prefix* that will be prepended to the toon AOVs' names. For instance, if *aov\_prefix* is "toon\_", the toon diffuse AOV will be written out to "toon\_diffuse". This can be used when you need to access both the toon AOVs and the core's LPE AOVs.