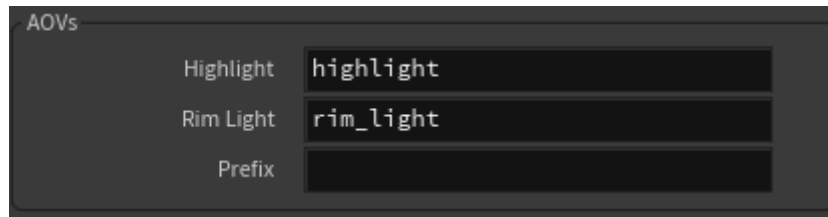


AOVs (Toon)



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

Stylized Highlight AOV

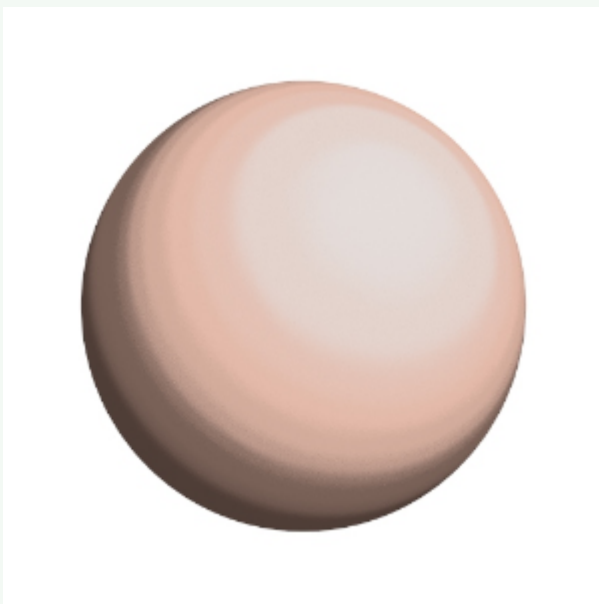
Stylized highlight AOV.

Rim Light AOV

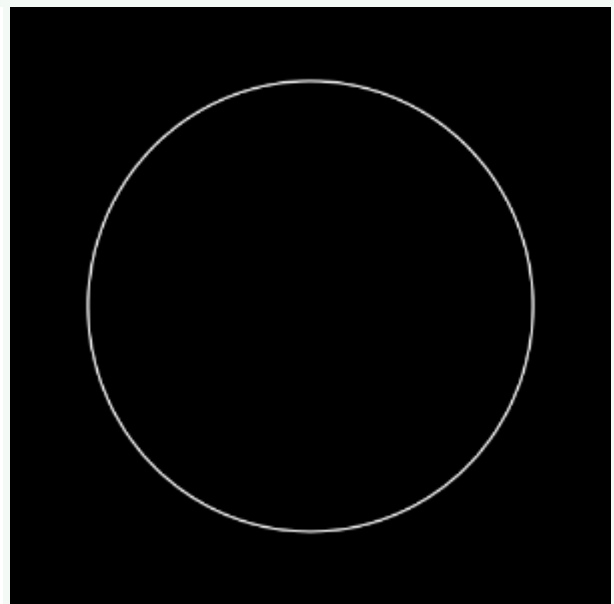
Rim light AOV.

✔ Rendering Edges Separately

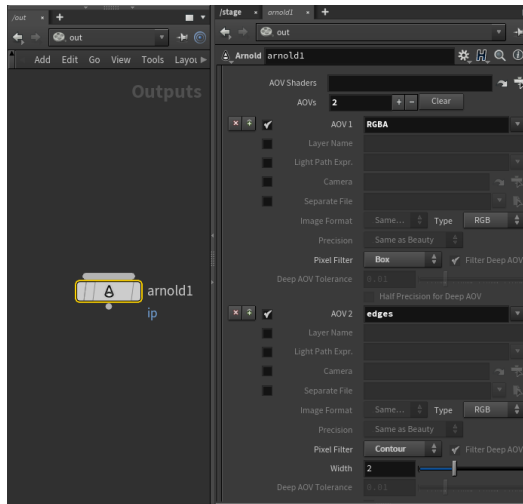
To save the beauty render (without edges) and edges separately, you must create an *RGBA* AOV (beauty) and a *Custom AOV* (edges). Use a *box_filter* for the *RGBA* AOV (because the *contour_filter* uses *box_filter* internally) and a *contour_filter* for the edges *Custom AOV*. This enables you to render 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.