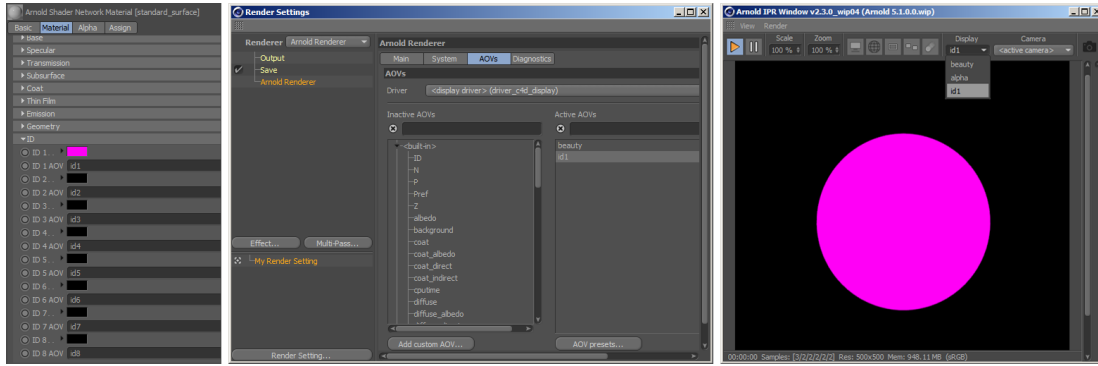


# ID AOVs



The *Standard Surface* shader supports *ID AOVs*. These are useful for creating mattes for compositing or for connecting arbitrary channels (e.g. noise shaders).