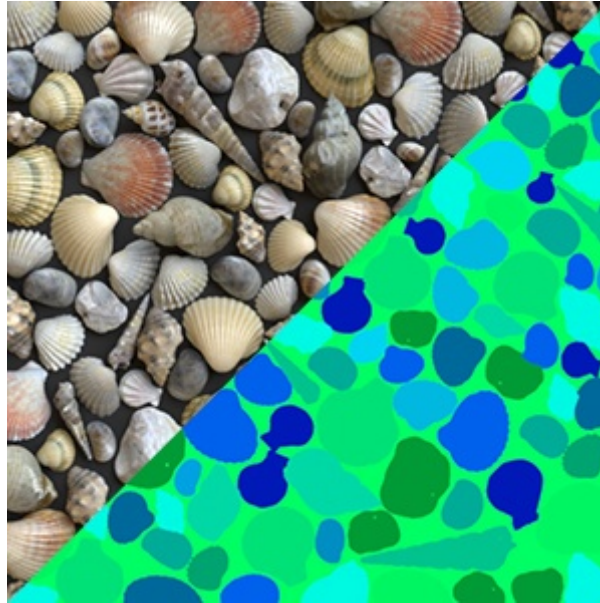


## Cryptomatte




Beauty AOV / Cryptomatte material AOV

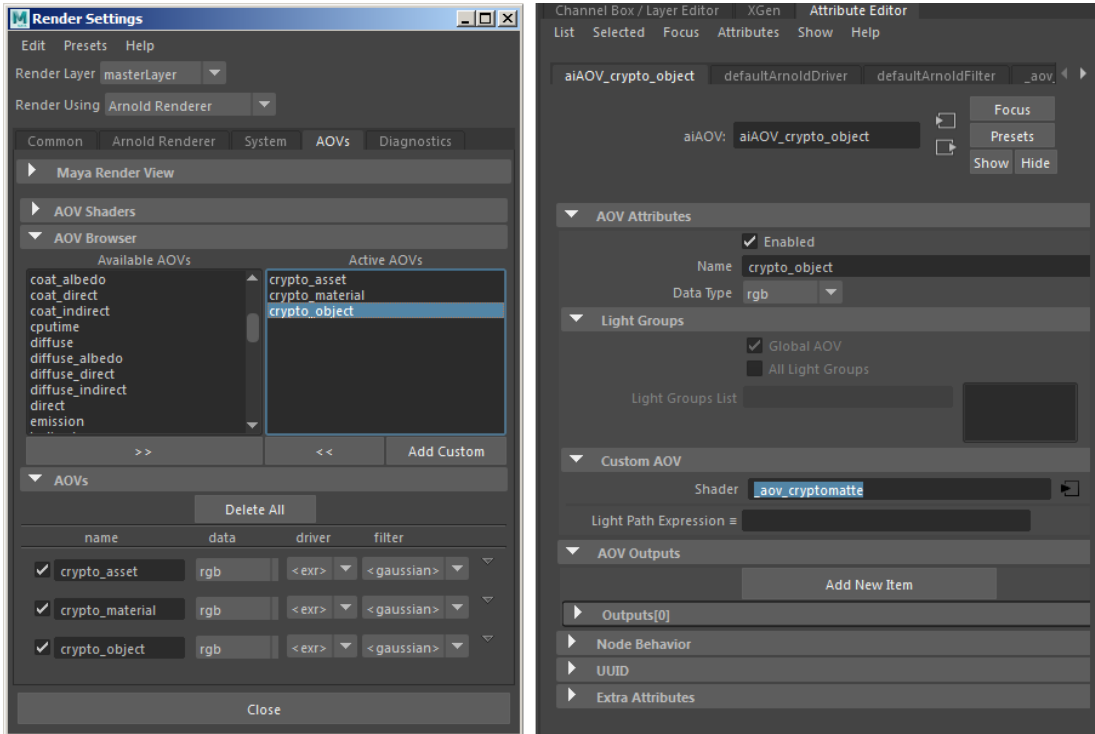
Arnold supports *Cryptomatte*, an ID matte creation tool created by Jonah Friedman. It creates ID mattes automatically with support for motion blur, transparency, and depth of field. Names, object namespaces, and material names can be used to organize ID mattes in the scene.

The following *Cryptomatte* AOVs are available under AOVs.

- **crypto\_asset** creates the same matte for all assets.
- **crypto\_material** creates a matte based on the assigned shader.
- **crypto\_object** creates a matte based on the object name.

 The *Cryptomatte* shader is set up automatically for you.

- Create the *Cryptomatte* AOVs that you require in the AOV Browser in the **AOVs** tab of the **Render Settings** window. Select an AOV and view it in the attribute editor. It should be visible in the *Shader* under Custom AOV.



- Render the scene. The *Cryptomatte* AOVs should now be available in the **Arnold RenderView** window.

