

# PxrAOVLight

Allows a lighting artist to output an AOV mask. Since it is a "light", we can use light linking as well as light filter(s) to modify the output mask. This is a very handy "utility" light to output shot-specific masks without needing to request them from the shading artists.

This light does not illuminate. It operates like a utility for creating AOVs.

## Parameters

### AOV Name

The name of the output AOV.

Need to set up DisplayChannel/Display for the output of this AOV channel.

## Refine

### Use Color

If this is on, it produces a RGB color image instead of a float/luminance image for the AOV.

### Invert

If this is on, it inverts the signal for the AOV.

### In Primary Hit

If this is on, the usual mask of the illuminated objects is generated. If this is off, you can get a mask of only in the refraction or reflection.

### In Refraction

If this is on, the rays are traced through the glass refractions to get the masking signal through the refraction.

This will require some amount of samples to get a clean mask or you may use "Adapt All" setting to sample the AOV automatically for a performance degradation sampling all AOVs instead of just the beauty.

### In Reflection

If this is on, the rays are traced from the specular reflections to get the masking signal.

This will require some amount of samples to get a clean mask or you may use "Adapt All" setting to sample the AOV automatically for a performance degradation sampling all AOVs instead of just the beauty.

### On Volume Boundaries

If this is on, the bounding box or shape of volumes will appear in the mask. Since this is not always desirable, this can be turned off.

### Use Throughput

If this is on, the values in the mask for the reflected or refracted rays will be affected by the strength of the reflection or refraction. This can lead to values below and above 1.0. Turn this off if you want a more solid mask.