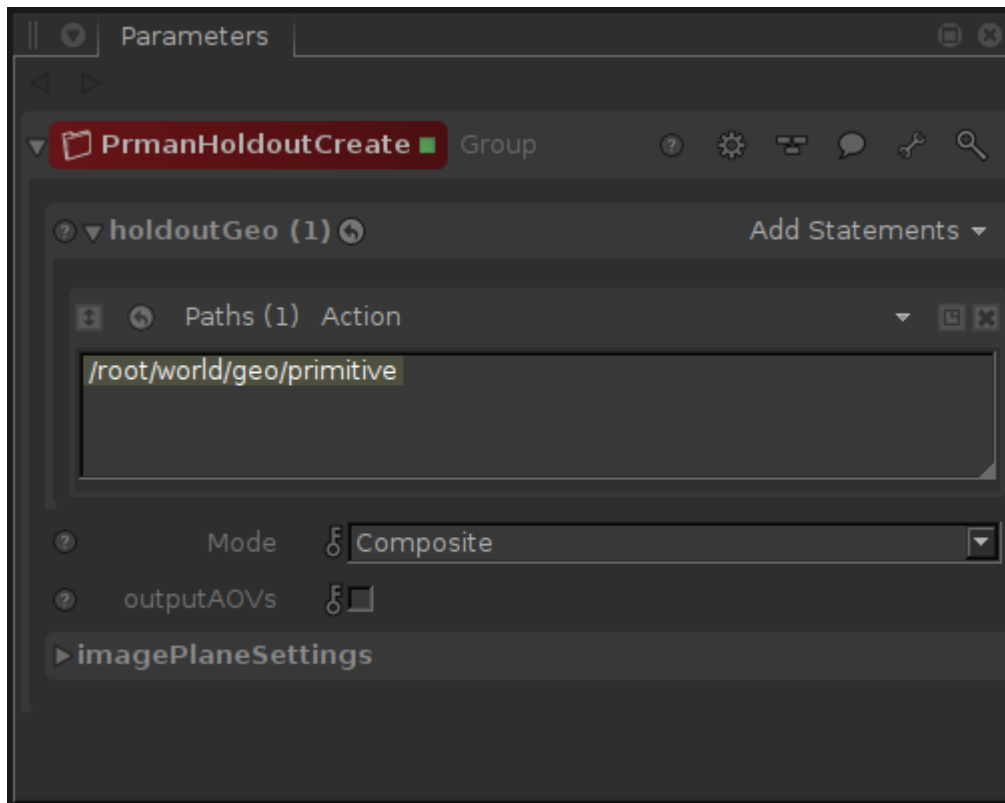


Holdouts in Katana

Holdouts can be created with the PrmanHoldoutCreate macro.



The PrmanHoldoutCreate macro has several parameters to control the behavior of the render:

holdoutGeo: Add all the geometry that you want to act as a holdout here.

Mode:

- Off: Turn off holdout workflow. Ignore this macro.
- Composite: Composite the holdout image over the background image specified in the imagePlaneSettings.
- No Composite: Create the holdout image without compositing the background image.

outputAOVs: Write the shadow and occluded AOVs to the renderLocation. The image names will be holdout_shadowAOV.exr and holdout_occludedAOV.exr.

renderLocation: Render directory for the shadow and occluded AOVs. The renderLocation is set to \$KATANA_TMPDIR unless otherwise specified. This parameter is available when outputAOVs is checked.

imagePlaneSettings: The Filename parameter is where you will specify the background image. All the settings in this group are the same parameters on the [PxrImageDisplayFilter](#). The macro uses this sample filter to composite the holdout image and shadow AOV over the background image.