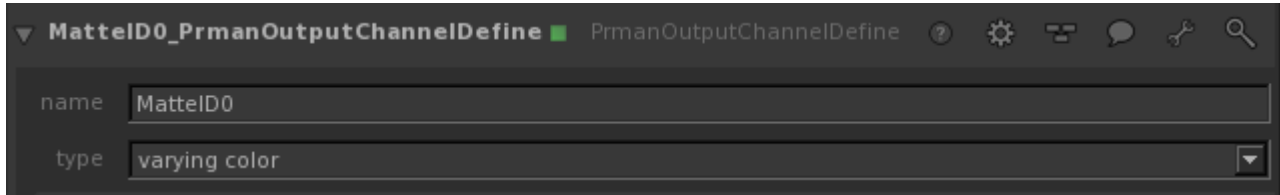


# Setting up AOVs in Katana

Follow these sets to set up AOVs in RenderMan for Katana:

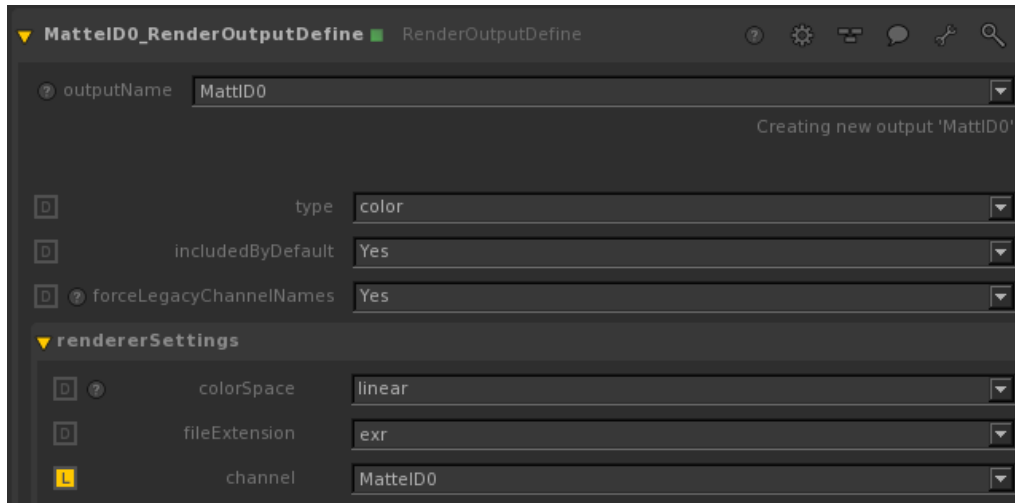
- Create a PrmanOutputChannelDefine node for each AOV channel. This sets up the channel name for RiDisplayChannel.



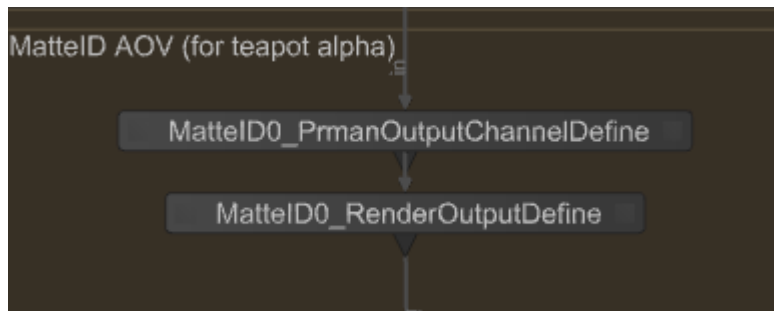
- LPE will require a source to define the light path to collect. For example, Indirect Diffuse would be

```
color lpe:C<RD>[DS]+[<L.>O]
```

- Create a RenderOutputDefine node for each AOV file. This sets up the output file name and channel name be used for RiDisplay.



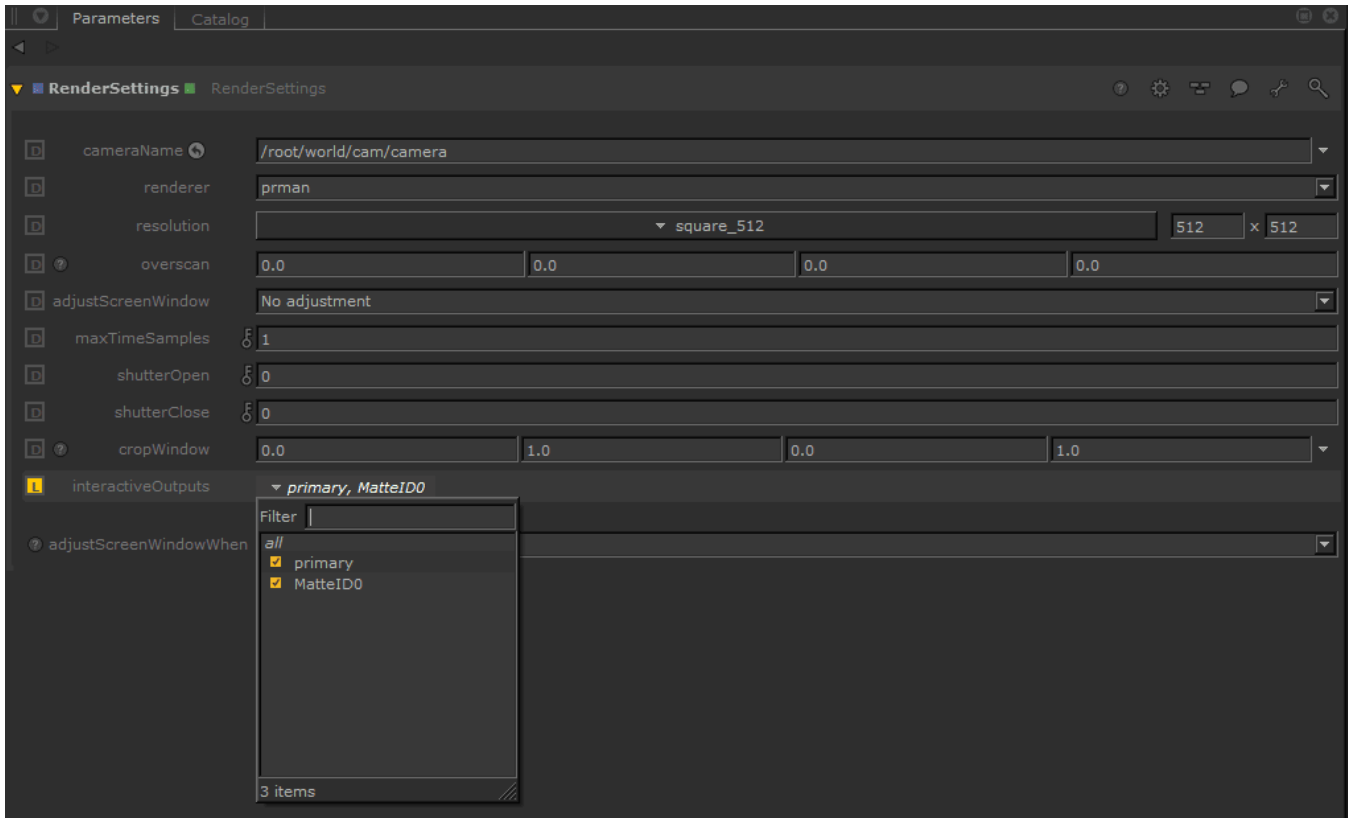
- Wire the PrmanOutputChannelDefine node into RenderOutputDefine to see the added channel in the RenderOutputDefine's channel drop down (MatteID0 in the example above).



**i** To correctly render LPE in Katana, you need to use an OpScript to declare how these are routed to the outputs. Below is an example for Specular, RoughSpecular and Clearcoat Lobes.

```
Interface.SetAttr('prmanGlobalStatements.options.lpe.specular2', StringAttribute("Specular"))
Interface.SetAttr('prmanGlobalStatements.options.lpe.specular3', StringAttribute("RoughSpecular"))
Interface.SetAttr('prmanGlobalStatements.options.lpe.specular4', StringAttribute("Clearcoat"))
```

- To make this AOV render interactively you can add it to the interactiveOutputs selection in the RenderSettings node.



## EXR Metadata

You can add metadata to the EXR file to facilitate pipeline functions. The Foundry documents this [here](#).

Essentially, on the Render Settings node:

```
SetAttr( "renderSettings.ouputs.primary.renderSettings.exrheaders.test_string", [ "Your string" ] )
```