

# Holdouts in Maya

## Enabling Holdouts in Maya

Holdouts can be enabled by selecting holdout geometry and clicking the **Holdout** button in the RenderMan shelf.

? Unknown Attachment

This has two effects. It enables the selected shape's **Hold-Out** attribute:

? Unknown Attachment

It also enables the **Output Shadow AOV** option under the Advanced render settings:

? Unknown Attachment

Holdouts can be visualized in Maya using [image planes](#) with the **Image Plane As Sample Filter** Advanced render setting enabled. This setting is enabled by default.



To turn off the Holdout AOVs (prevent output) you can deselect the "Output Shadow AOV" as noted above.

## About Holdouts