

# Tutorials in Maya

Here you will find a growing list of documentation tutorials for simple tasks and workflows.

Please visit the [community site](#) for complex solutions and examples made by Pixar staff and Community members like yourself!

- [Introduction to best practices](#) covers some basics using the [Cookies and Milk](#) example.
- [Using PxrMatteID](#) - This tutorial will help you create an RGB or textured set of passes sometimes referred to as masks, mattes, or a clown pass for later compositing use.
- [Cryptomatte](#) is an excellent way to create mattes for compositing operations later. It's simple and covers setting custom mattes as well as automatic scene-wide mattes.
- [Using Trace Sets in Maya](#) shows you how to group objects and selectively trace their shadow, reflection, or refraction (transmit)