

CryptoMatte in Solaris

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Using the [PxrCryptomatte](#) workflow, you can output IDs in Solaris for easy selection in a compositing application, which you can then use that selection as a mask to make changes selectively in post-production.

PxrCryptomatte is supplied as a [Sample Filter](#) plugin. As such the output for Cryptomatte is stored as a separate EXR file from your beauty or denoise outputs. Please note an OpenEXR is required to store the values correctly.

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The above example will output a separate Cryptomatte exr file and assign a unique matId for each material in the Solaris scene.

Once rendered, you can then use software like The Foundry's Nuke to isolate a particular material or object in the scene. In this example, we have selected the back wall in the studio, using the Cryptomatte Nuke Gizmo

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and from there we can use that output as a mask to drive a ColorCorrect node to gamma down that particular part of the image to enable the foreground elements to stand out further from the background.

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For more detailed information about the Cryptomatte Sample filter, this can be found on the dedicated [PxrCryptomatte](#) page