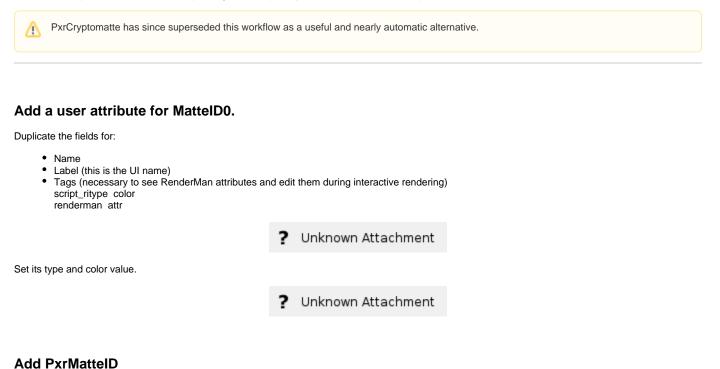
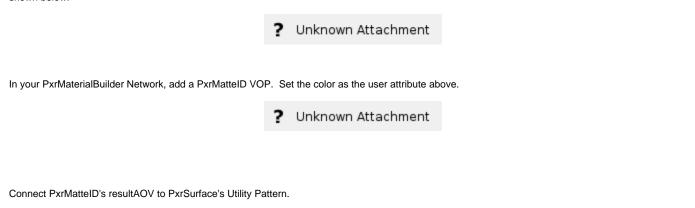
Using PxrMattelD

PxrMatteID outputs matte AOVs for compositing. This requires you add a User Attribute, explained in more detail here.



Create a Houdini buildarray node to connect to the Utility Pattern on the PxrSurface material. Then connect a PxrMatteID Pattern node to the buildarray as shown below.



Set up AOV for Output

Choose the correct/corresponding MattelD AOV output from the RenderMan ROP node Displays Tab

? Unknown Attachment

You will notice we set a color on the OBJ with an attribute and there's also a color from the MattelD pattern itself. This is so you can multiply the color of the attribute by the pattern node. For example, you can supply a texture mask to the MattelD pattern node and have it multiplied against the color chosen in the MattelD Attribute