

Using PxrMattelD

PxrMattelD outputs matte AOVs for compositing. This requires you add a User Attribute, explained in more detail [here](#).



PxrCryptomatte has since superseded this workflow as a useful and nearly automatic alternative.

Add a user attribute for MattelD0.

Duplicate the fields for:

- Name
- Label (this is the UI name)
- Tags (necessary to see RenderMan attributes and edit them during interactive rendering)
script_ritype color
renderman attr

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Set its type and color value.

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Add PxrMattelD

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

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In your PxrMaterialBuilder Network, add a PxrMattelD VOP. Set the color as the user attribute above.

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Connect PxrMattelD's resultAOV to PxrSurface's Utility Pattern.

Set up AOV for Output

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

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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