## **Using PxrMattelD**

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

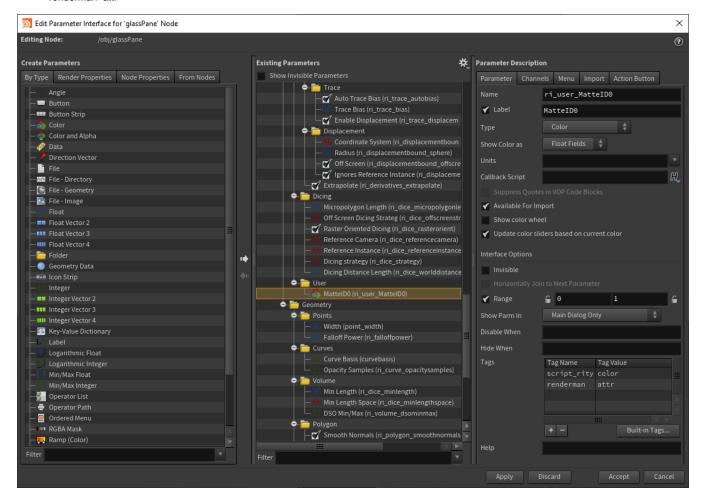


PxrCryptomatte has since superseded this workflow as a useful and nearly automatic alternative.

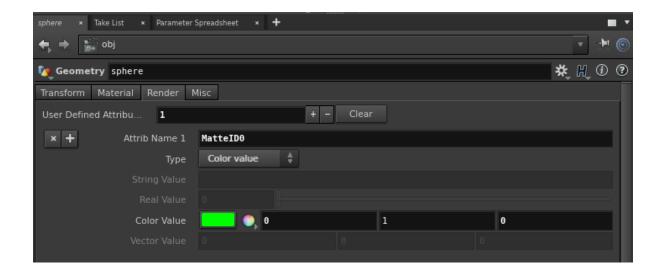
## Add a user attribute for MattelD0.

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

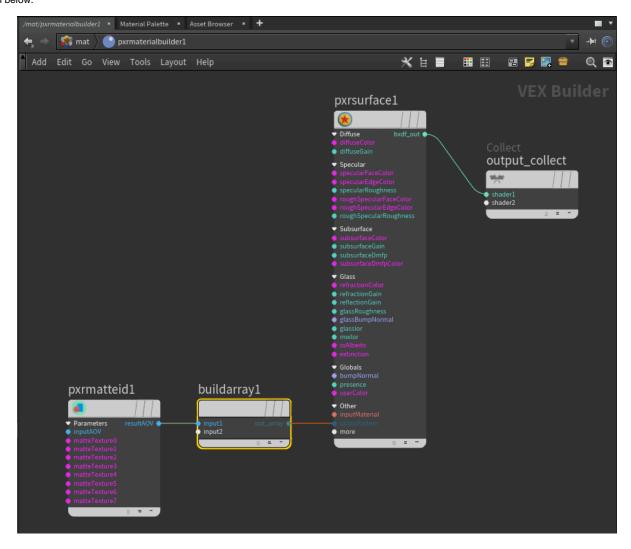


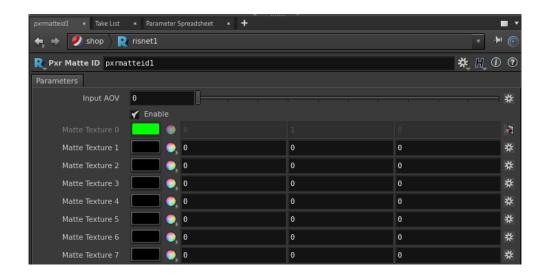
Set its type and color value.



## Add PxrMatteID

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.

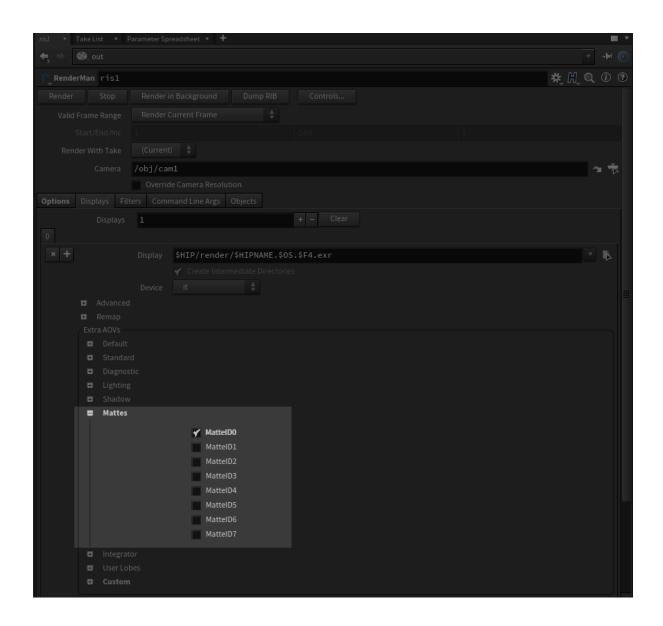




Connect PxrMatteID's resultAOV to PxrSurface's Utility Pattern.

## **Set up AOV for Output**

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



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