
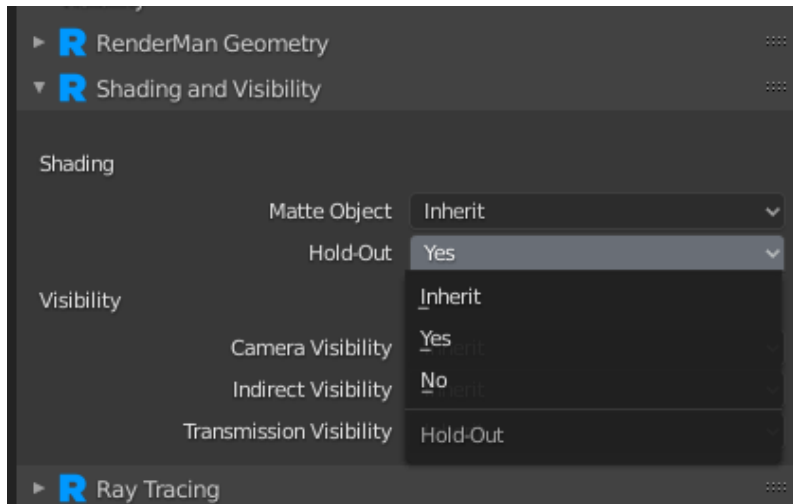
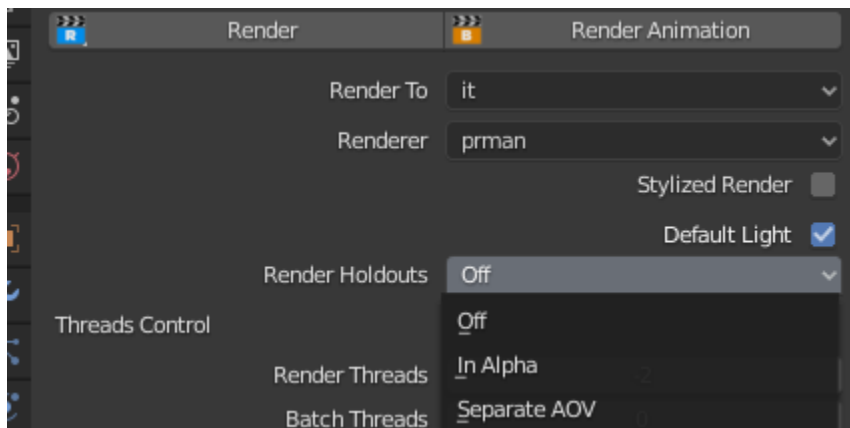


Render Holdouts in Blender

To enable holdouts, first select the object you want to holdout, and in the object properties , set Hold-Out to Yes:



Next, in the render properties , change Render Holdouts to either In Alpha or Separate AOV.



Selecting Alpha will put the holdout into the alpha of the beauty image, Separate AOV will output a separate image.

Here's an example render:



About Holdouts