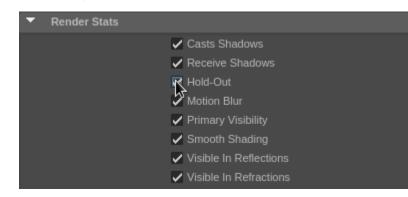
Holdouts in Maya

Enabling Holdouts in Maya

Holdouts can be enabled by selecting holdout geometry and clicking the Holdout button in the RenderMan shelf.



This has two effects. It enables the selected shape's Hold-Out attribute:



It also enables the **Output Shadow AOV** option under the Advanced render settings:

| M Render Settings | - | | |
|--------------------------|--|------------------------|--|
| Edit Presets Help | | | |
| Render Layer masterLayer | · · · · · · · · · · · · · · · · · · · | | |
| Render Using RenderMan | ▼ | | |
| Common RenderMan | RENDERMAN | I for Mava | |
| Sampling Features | AOVs Advanced Workspace | - 101 1 1 a f a | |
| Render Options | | Â | |
| | Nested Instancing Reentrant Procedural Output Shadow AOV Enable Image Plane Filter Adapt All | | |
| Adaptive Sampler | Standard 🔻 ri_hider_adaptAll (in | nt) | |
| Bucket Order | spiral 🔻 | | |
| Bucket Size | 16x16 🔻 | | |
| Opacity Threshold | 0.996 0.996 0.996 | | |
| Reference Frame | 0 | | |
| Dicing | | | |
| 🕨 Hair | | | |
| ▶ Trace | | | |
| Crop Window | | | |
| IES Profiles | | | |
| Cache Sizes | | | |
| Statistics | | | |
| LPE Lobe Mappings | | | |
| Close | | | |

Holdouts can be visualized in Maya using image planes with the Image Plane As Sample Filter Advanced render setting enabled. This setting is enabled by default.

(i) To turn off the Holdout AOVs (prevent output) you can deselect the "Output Shadow AOV" as noted above.

About Holdouts