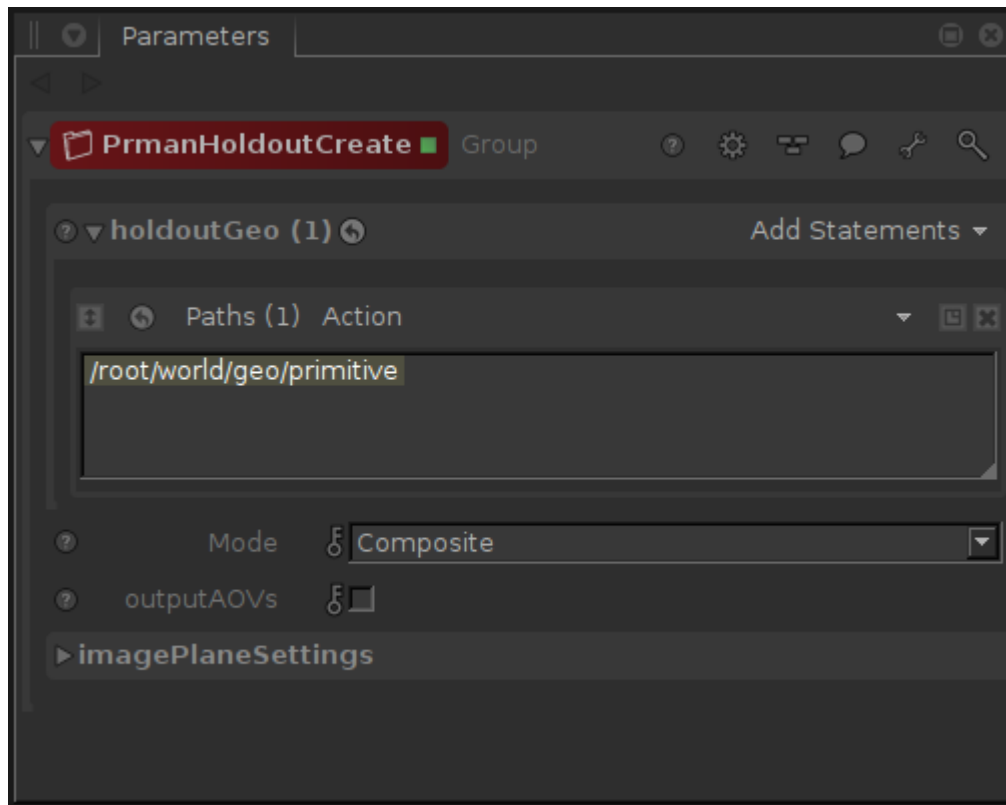


Holdouts in Katana

Holdouts can be created with the `PrmanHoldoutCreate` macro.



The `PrmanHoldoutCreate` macro has several parameters to control the behavior of the render:

holdoutGeo: Add all the geometry that you want to act as a holdout here.

Mode:

- Off: Turn off holdout workflow. Ignore this macro.
- Composite: Composite the holdout image over the background image specified in the `imagePlaneSettings`.
- No Composite: Create the holdout image without compositing the background image.

outputAOVs: Write the shadow and occluded AOVs to the renderLocation. The image names will be `holdout_shadowAOV.exr` and `holdout_occludedAOV.exr`.

renderLocation: Render directory for the shadow and occluded AOVs. The renderLocation is set to `$KATANA_TMPDIR` unless otherwise specified. This parameter is available when `outputAOVs` is checked.

imagePlaneSettings: The Filename parameter is where you will specify the background image. All the settings in this group are the same parameters on the [PxrlImageDisplayFilter](#). The macro uses this sample filter to composite the holdout image and shadow AOV over the background image.