

# Stylized AOVs



ShipShape by Ernst Janssen Groesbeek of 9 to 3 Animation.

Ship concept by Ian McQue. Robot concept by Ruslan Safarov. Models by Cheyenne Chapel, Aliya Chen, Damian Kwiatkowski, Alyssa Minko, Anthony Muscarella, and Miguel Zozaya. © Disney/Pixar - RenderMan "Shipshape" Art Challenge

The Stylized Looks toolset is dependent on a combination of default and custom AOVs in order to generate the non-photorealistic effects.

The bridge tools add these AOVs automatically via the "Enable Stylized Looks" checkbox, but you can also add them manually to your scene for the same effect.



When configuring AOVs manually, please note that all AOVs have to be **color** for the display filters to work correctly.

**Diffuse**  
factory

**Albedo**  
factory

**P**  
factory

**Nn**  
factory

**sampleCount**  
factory

**directSpecular**  
factory

**NPRtoonDiffRamp**  
grayscale representation of Toon shader remap.

**NPRfinal**  
Lines shader. Final lines comped into beauty

#### **NPRallLines**

Lines shader. If daisy chaining lines composites them into this AOV. Uses colors of each line.

#### **NPRallLinesAlpha**

Alpha of all lines, used for compositing daisy-chained lines shaders.

#### **NPRoutline**

Lines shader. Outline edge detection result. If Line Type is set to outline, this will have the result of the edge detection, otherwise, it will show the input data.

#### **NPRlineNZ**

Lines shader. Surface normal X & Y components + Z data edge detection result. If Line Type is set to lineNZ, this will have the result of the edge detection, otherwise, it will show the input data.

#### **NPRsections**

Lines shader. Random color per object shape. If Line Type is set to "sections", this will have the result of the edge detection, otherwise, it will show the input data.

#### **NPRlineAlbedo**

Lines shader. Set by PxrStylizedControl to specify the color of lines, controllable per object.

#### **NPRlineWidth**

Lines shader. Per object line width defined in PxrStylizedControl. If plugging upstream fractal to line width min and max remap in PxrStylizedControl, great debug AOV to view the thickness.

#### **NPRlineMask**

Lines shader. Set in PxrStylizedControl. Mask out final lines.

#### **NPRcurvature**

Lines shader. Surface normal data for edge detection. If Line Type is set to "curvature", this will have the result of the edge detection, otherwise, it will show the input data.

#### **NPRtextureCoords**

Hatching shader. Set in PxrStylizedControl. Optional custom texture coordinates per object for Hatching projections.

#### **NPRPtriplanar**

Hatching shader. Optional custom P (world space, object space, ...) coordinates per object for Hatching triplanar projections.

#### **NPRoriginalBeauty**

Toon/Hatching/Lines shaders. Original beauty saved, optional workflow to not write back into Primary if desired.

#### **NPRlineCamdist**

Lines shader. Distance from camera line data. If Line Type is set to "camdist", this will have the result of the edge detection, otherwise, it will show the input data.

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## STYLIZED AOVs



albedo

## STYLIZED AOVs



beauty

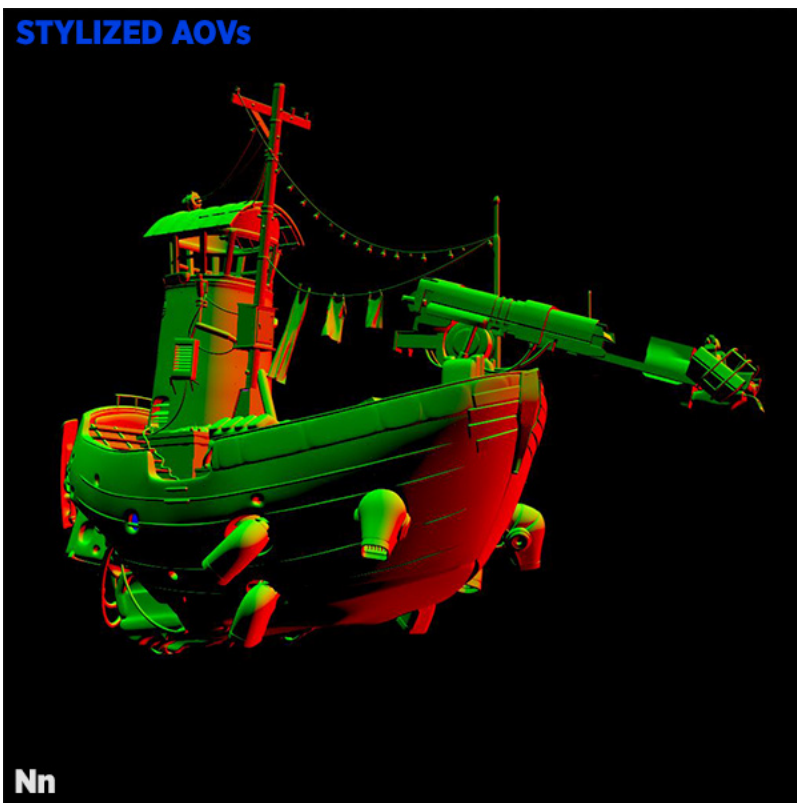


## STYLIZED AOVs

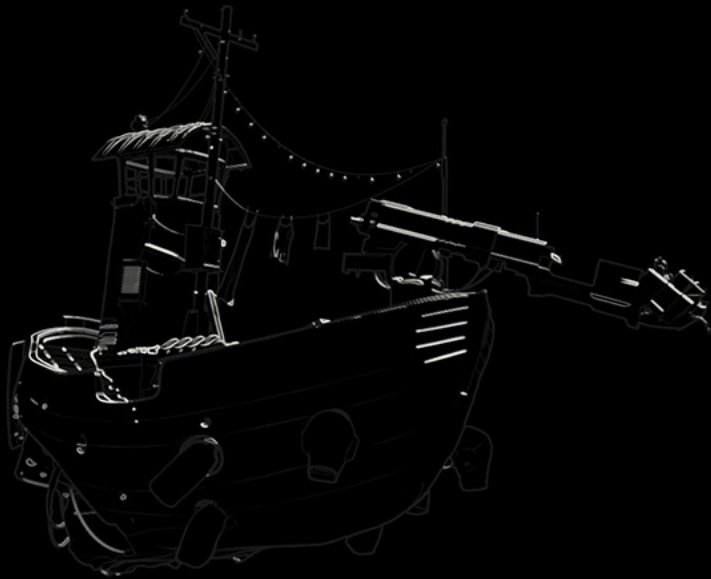


diffuse

## STYLIZED AOVs



**STYLIZED AOVs**



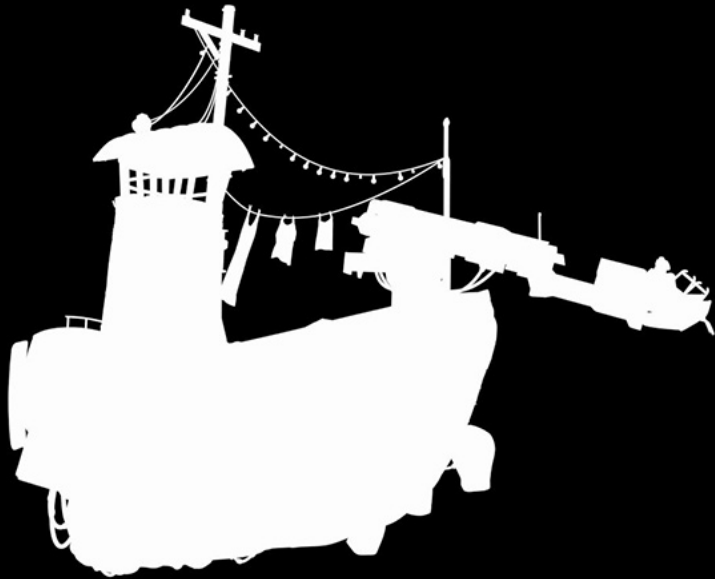
**NPRallLines**

**STYLIZED AOVs**



**NPRlineAlbedo**

**STYLIZED AOVs**



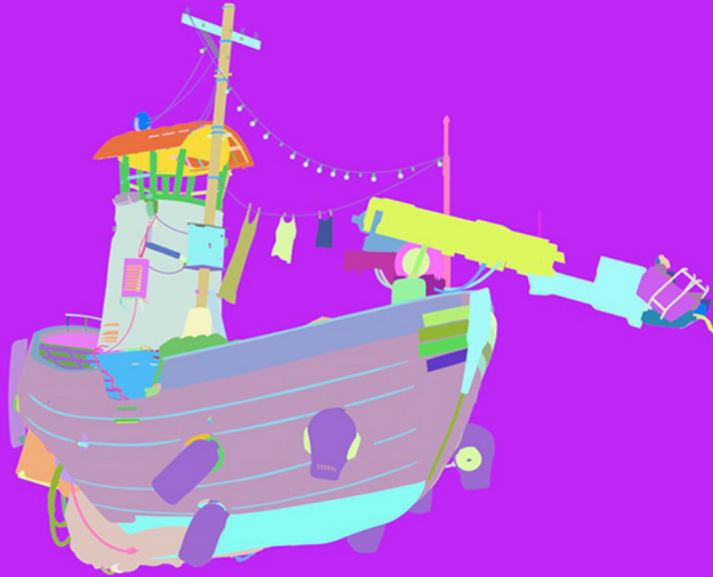
**NPRIlineMask**

**STYLIZED AOVs**



**NPRIlineNZ**

## STYLIZED AOVs



## NPRsections

## STYLIZED AOVs

