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 pace, 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.
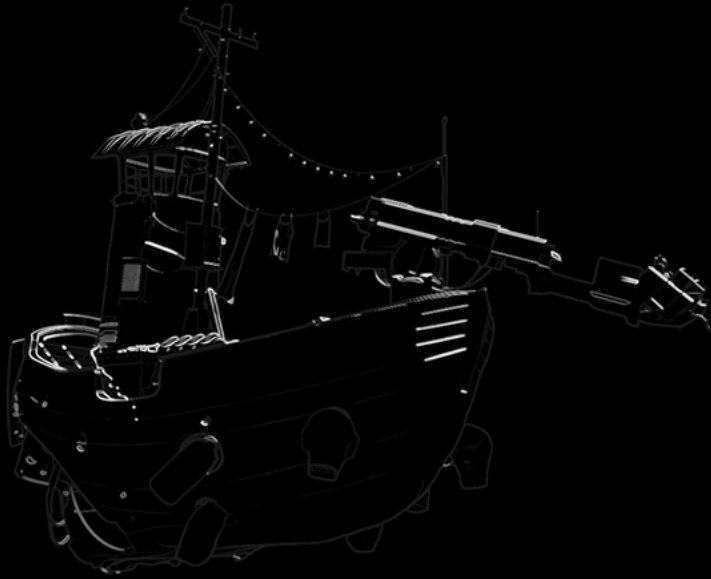
STYLIZED AOVs

albedo

STYLIZED AOVs
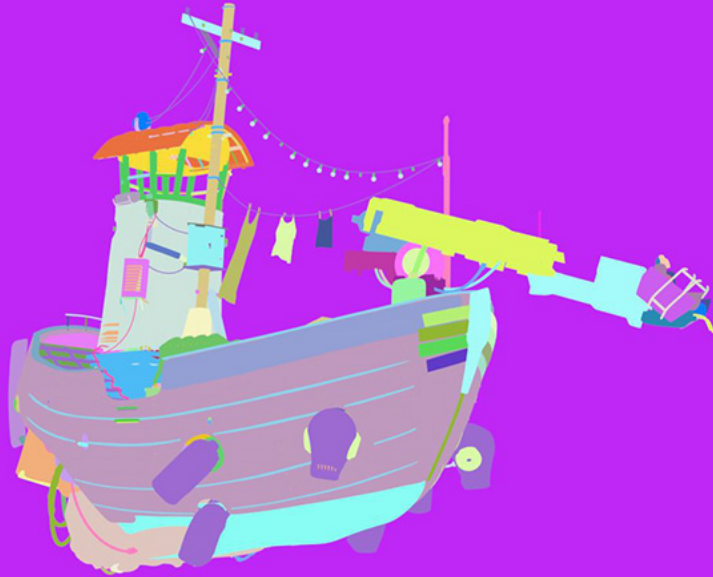
beauty

diffuse

Nn

NPRallLines

NPRlineAlbedo

STYLIZED AOVs

NPRlineMask

STYLIZED AOVs

NPRlineNZ

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STYLIZED AOVs

P