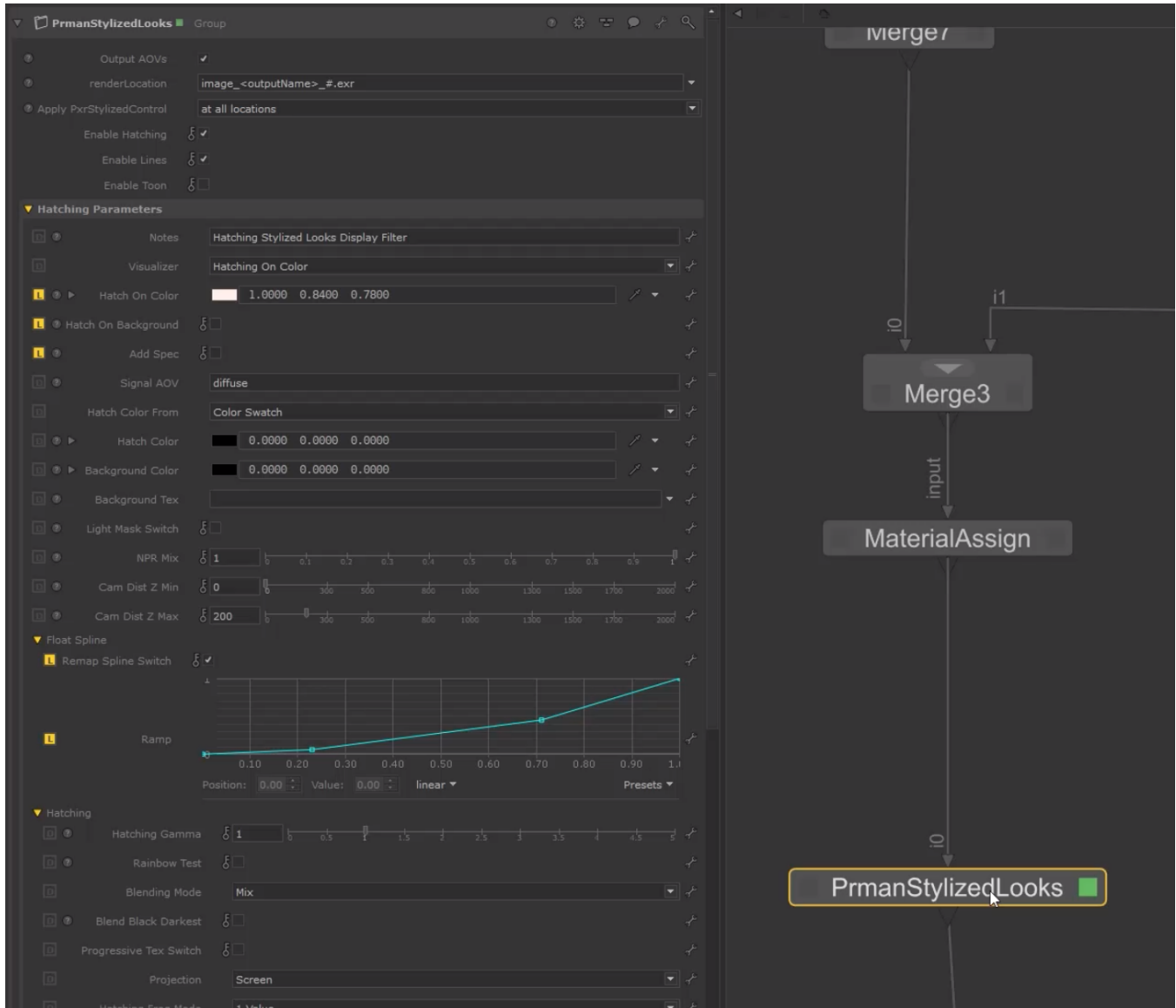


# Stylized Looks in Katana

In Katana there are 2 ways to setup Stylized Looks:

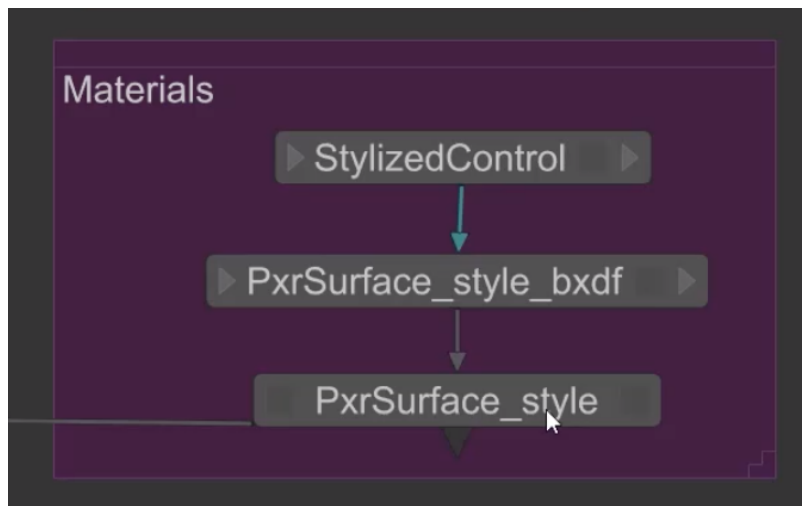
1. A simple "beginner" Macro that has everything in it.
2. A more advanced manual option for the user to set everything up manually, with more control and daisy-chain options.

The beginner macro looks like this:

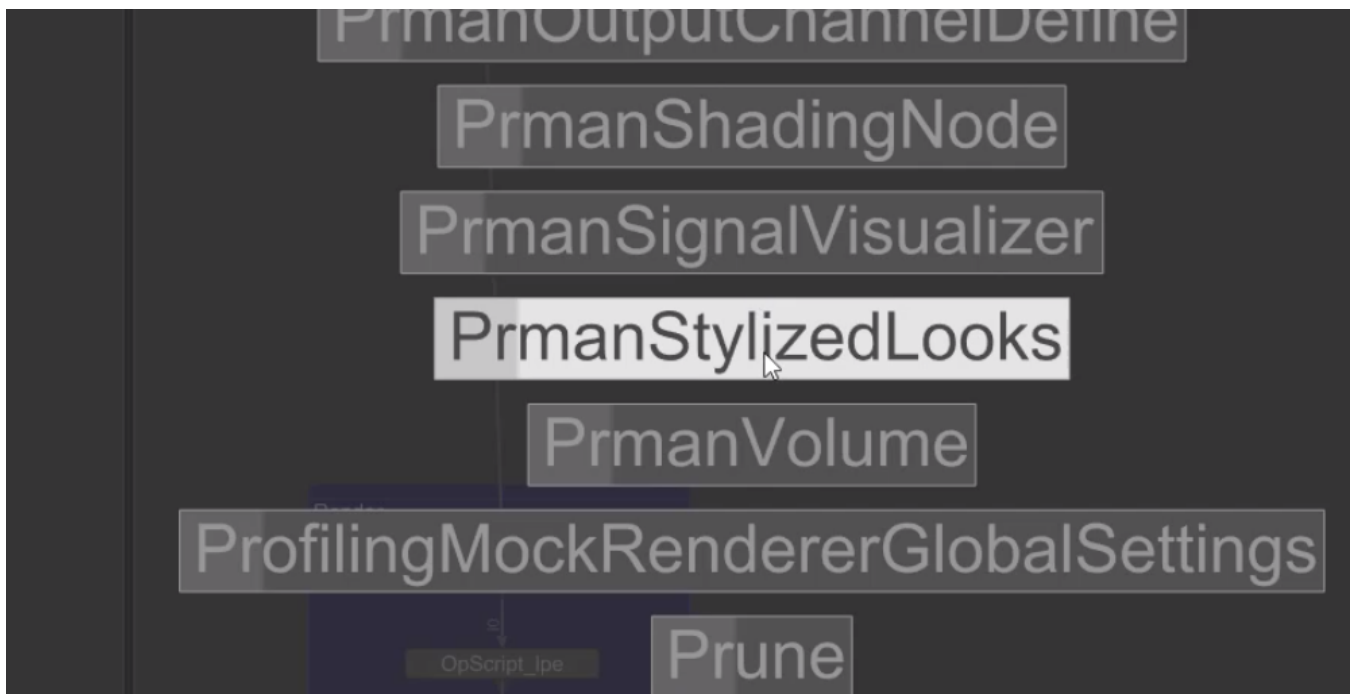


In the macro, there are 3 nodes: Toon, Hatching, and Lines.

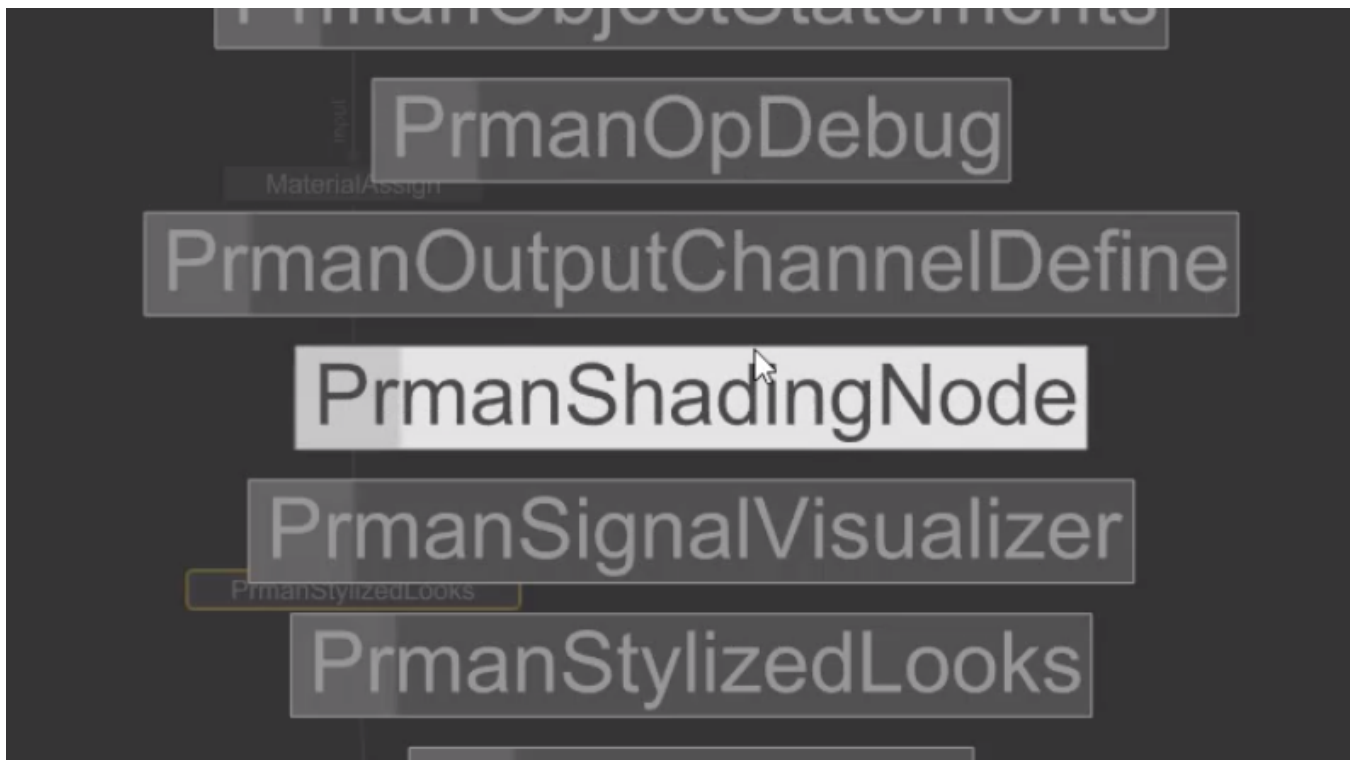
Outside the macro, there is also the StylizedControl node, which is connected to PxrSurface like this:



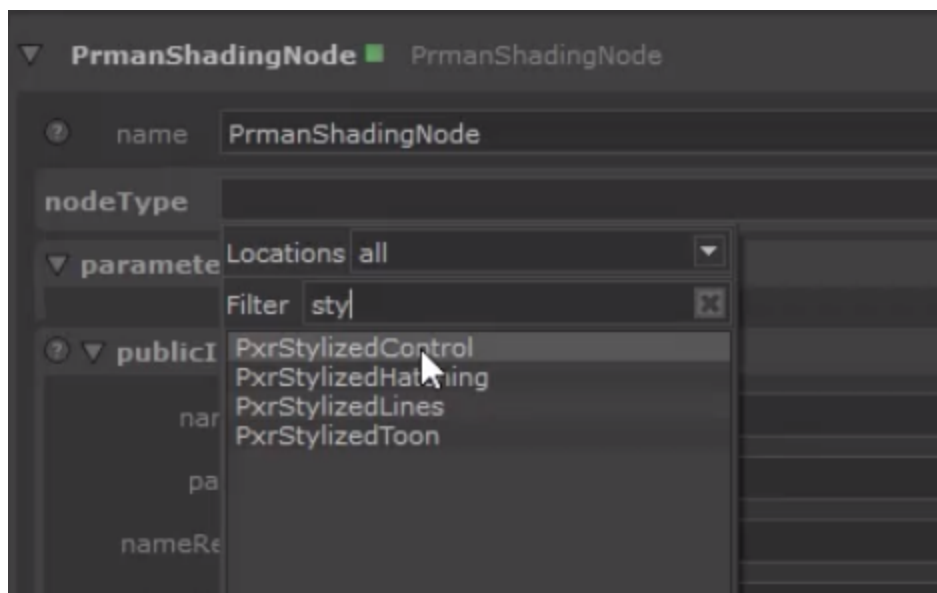
If the Stylized Looks macro isn't already in your scene, simply add it from scratch by hitting Tab in the Nodegraph, and it will appear in the menu like this:



Then, we add a shading node from the same menu:



Then select **PxrStylizedControl**:



and connect **resultAOV** to **utilityPattern** on **PxrSurface**.