

# PxrShadowDisplayFilter

*PxrShadowDisplayFilter* is used to generate a normalized shadow output. It can be used in conjunction with the [holdout](#) workflow to composite 3D elements onto 2D plates. It takes both an occluded and unoccluded display channel as input and writes its output to a shadow channel.

```
DisplayChannel "color shadow"  
DisplayChannel "color occluded" "string source" ["color lpe:C[DS]+[LO]"]  
DisplayChannel "color unoccluded" "string source" ["color lpe:unoccluded;C[DS]+[LO]"]
```

## Parameters

### Occluded AOV

The name of the input occluded AOV used to calculate the shadow output, e.g.

Occluded LPE C[DS]+[LO]

### Unoccluded AOV

The name of the input unoccluded AOV used to calculate the shadow output, e.g.

Unoccluded LPE C[DS]+[LO]

### Shadow AOV

The name of the output shadow AOV to write to. The shadow AOV is added to the alpha when "a" is specified.

Shadow output