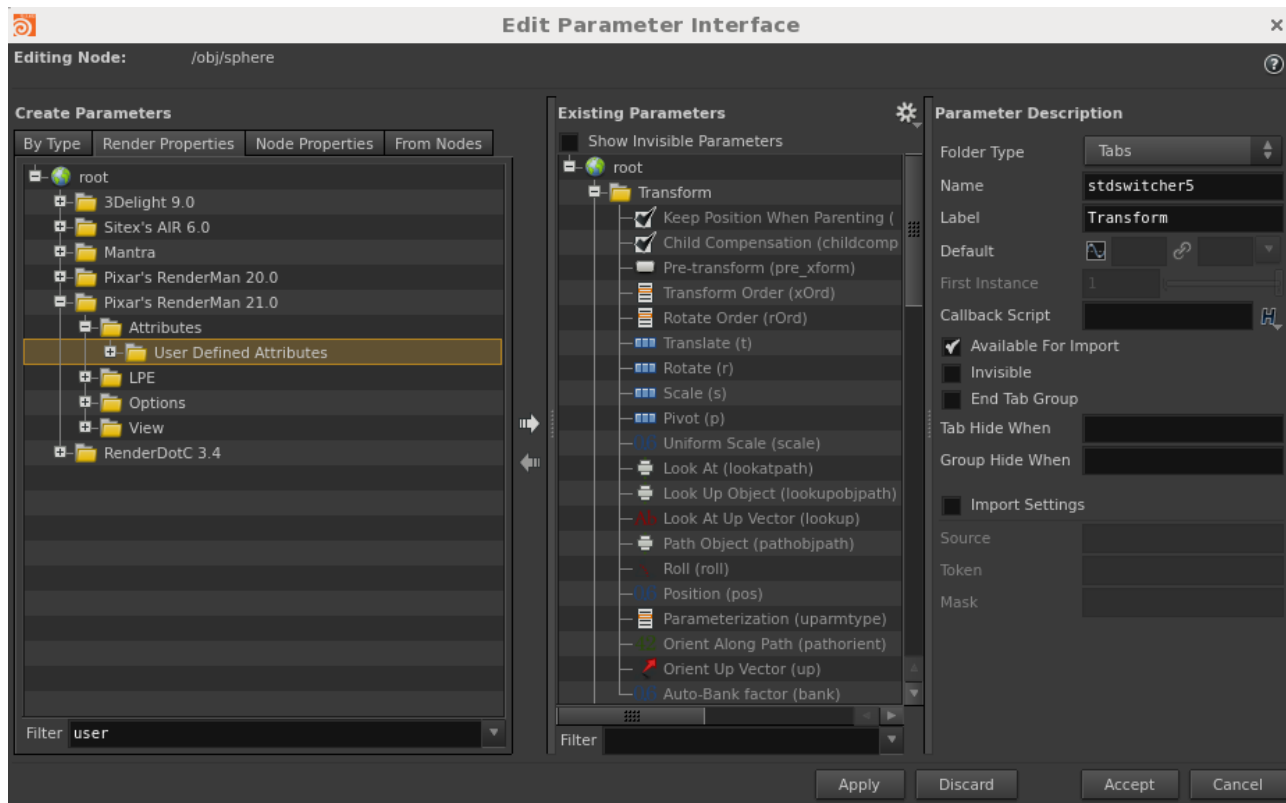
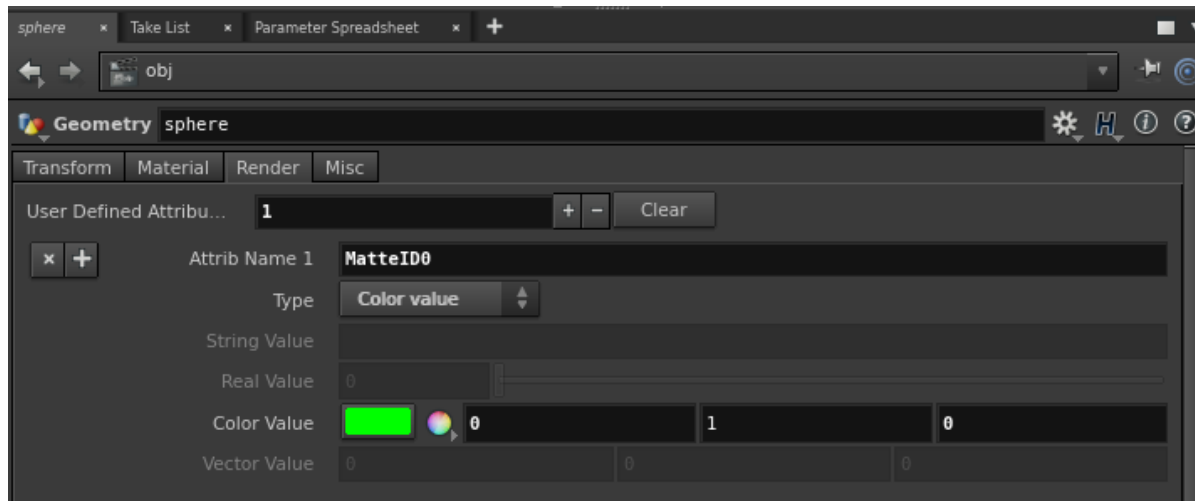


User Attributes

To add a user attribute to an object, we add it via the Edit Parameter Interface.



This is a dynamic array. Click on the + icon to add a user attribute. This is an example of setting up a MatteID0 user attribute.



This will emit the following to the RIB.

```
Attribute "user" "color MatteID0" [0 1 0]
```