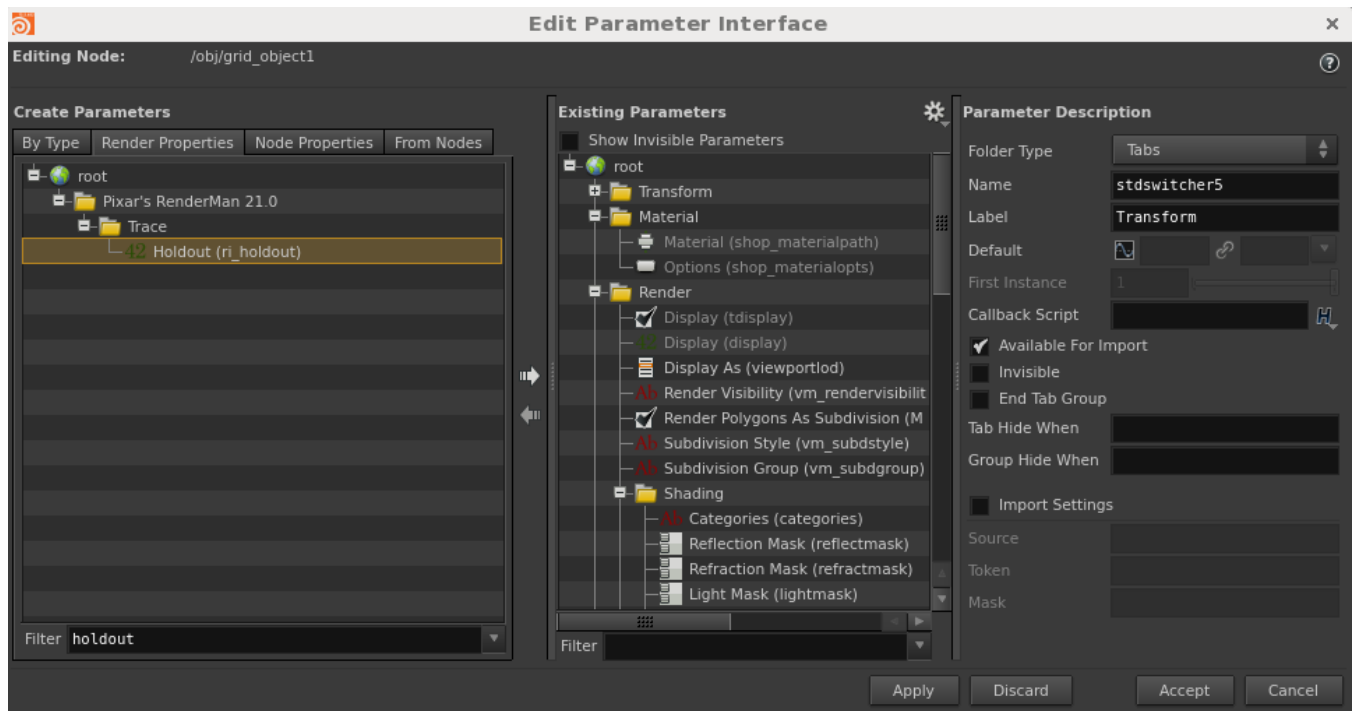# Holdouts

Holdouts are used to collect the CG objects' shadow and reflection that match very closely to the shadow and reflection in the live action plate.

To make an object as a holdout, simply add the **ri_holdout** parameter to your object using Edit Parameter Interface. Then set its value to **1**.

> See Holdouts for how to set up its AOVs.