PxrAovLight in Katana

PxrAovLight is a handy utility light that allows a lighting artist to output a shot-specific AOV mask without needing to request one from the shading artists.

Light Linking with PxrAovLight

Use light linking to include/exclude pieces of geometry in the AOV. In this example, the PxrAovLight is "off" globally and "on" the tree in the scene. This linking set up creates creates a mask of the tree.
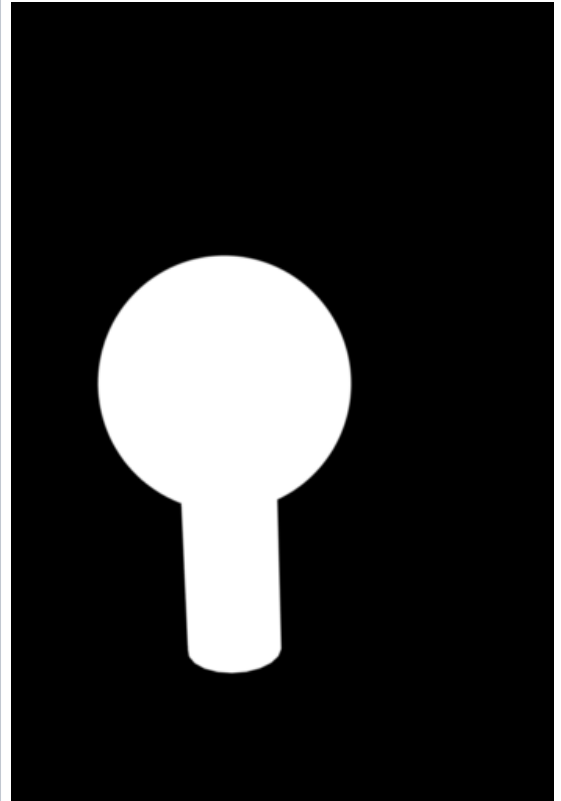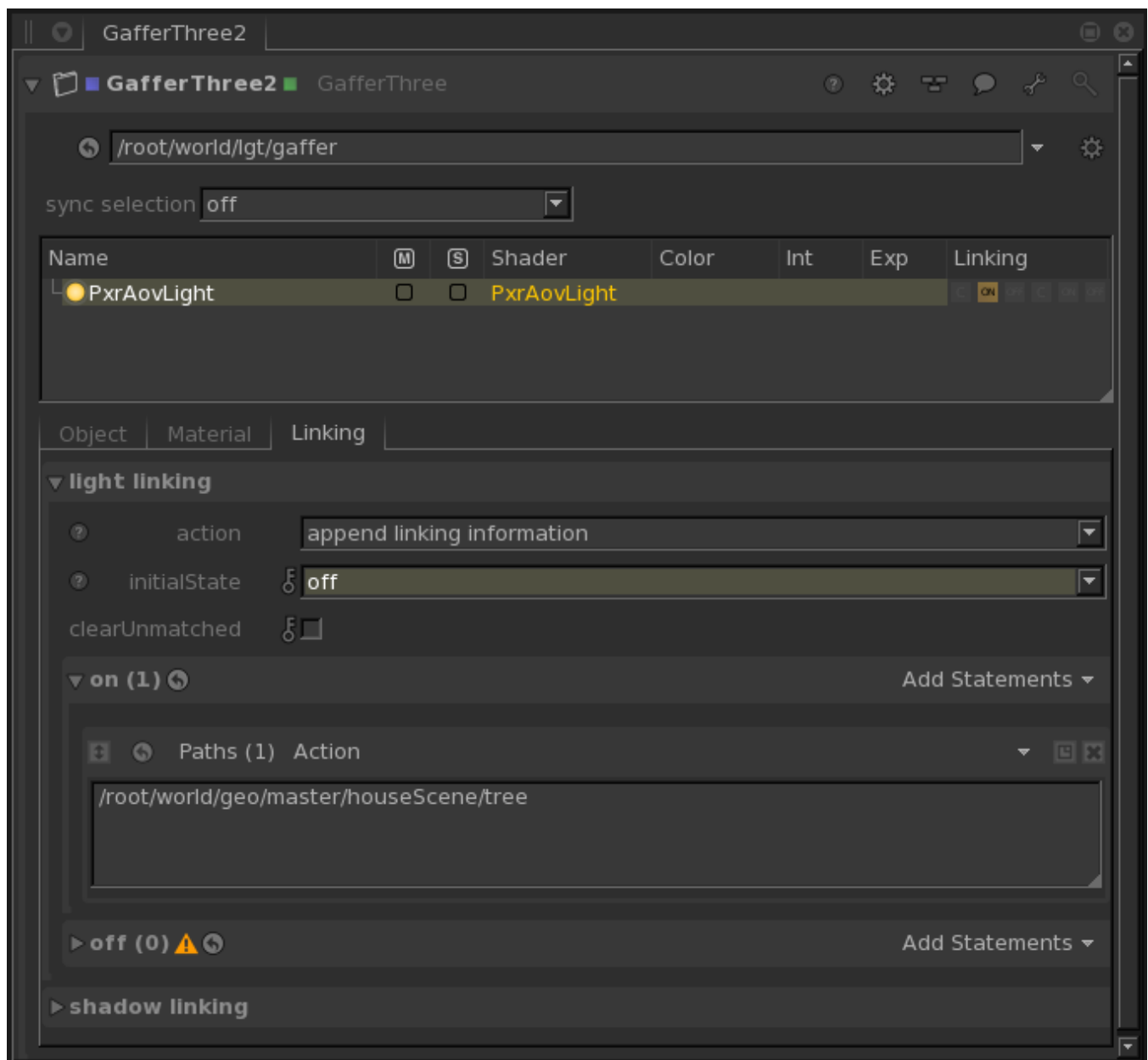
Light Filters and PxrAovLight

Because PxrAovLight is a "light", light linking and light filters can modify the output AOV. In this example, the PxrIntMultLightFilter is attached to PxrAovLight. The Light Filter is only linked to the tree trunk, resulting in a gray value for the tree trunk mask.
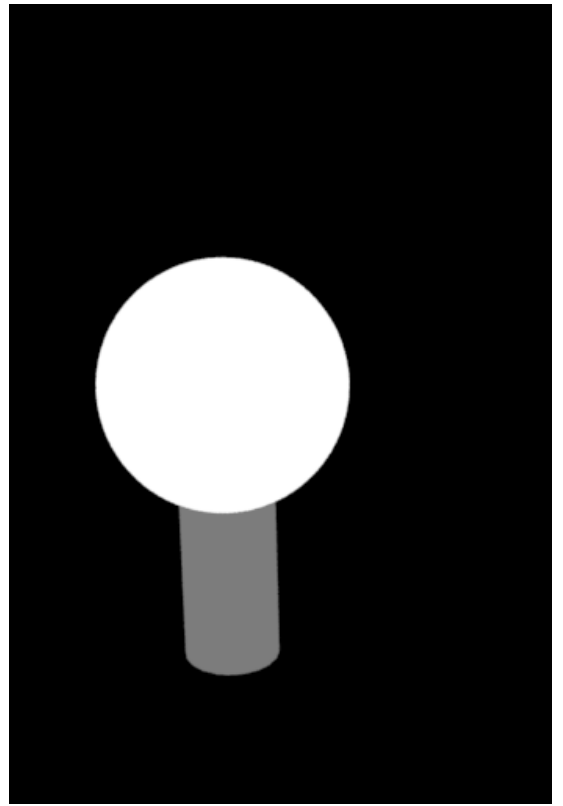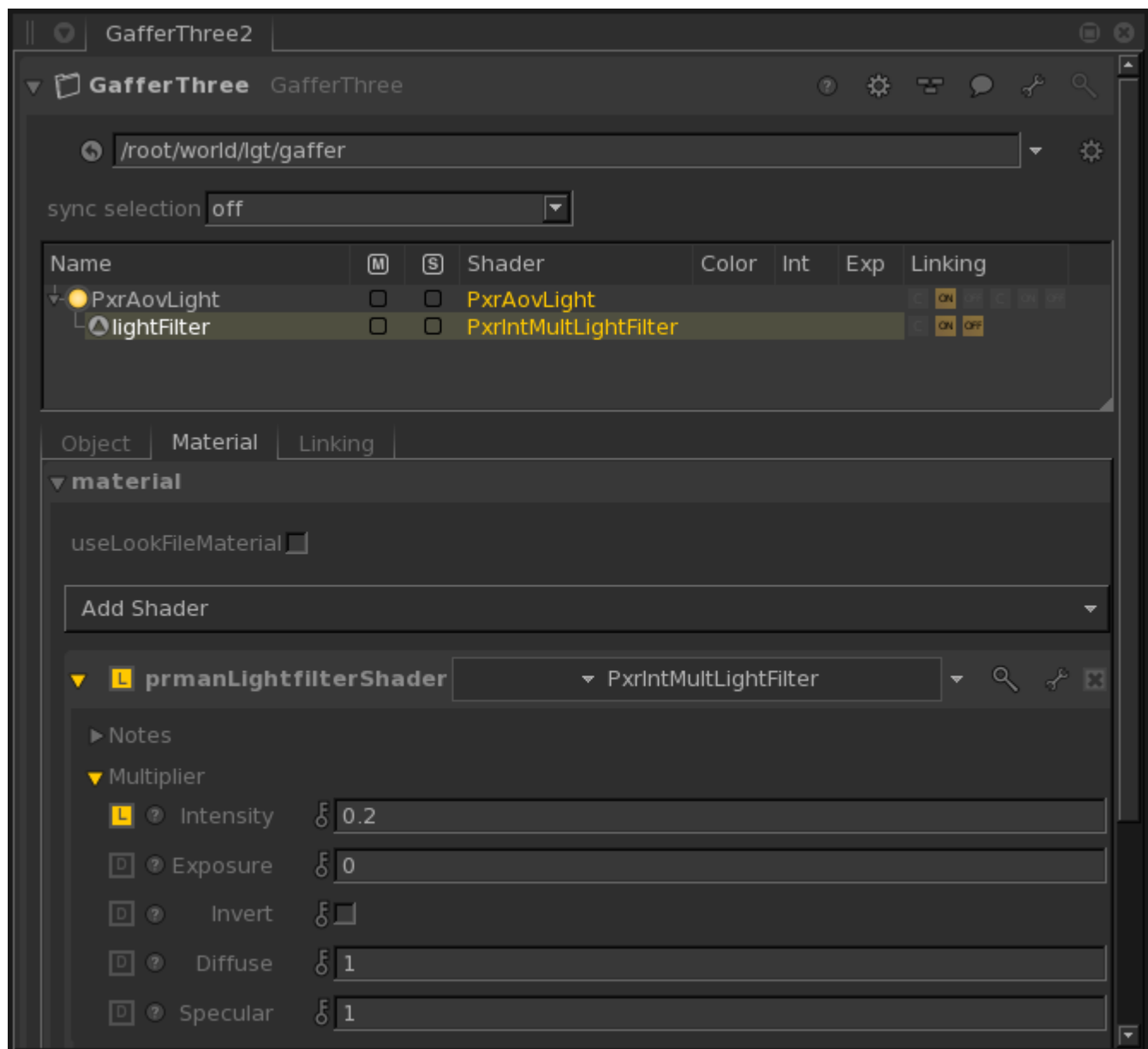
Defining the Output AOV

Use the PrmanOutputChannelDefine and RenderOutputDefine nodes to create the AOV to which PxrAovLight will write. These three parameters should all be the same**:**

PxrAovLight	*AOV Name*
PrmanChannelOutputDefine	*name*
RenderOutputDefine	*channel*

Node Graph

New Edit Colors Go

GafferThree

PrmanOutputChannelDefine

RenderOutputDefine

GafferThree

GafferThree GafferThree

/root/world/lgt/gaffer

sync selection off

Name	M	S	Shader	Color	Int	Exp	Linking
PxrAovLight			PxrAovLight				M

Object Material Linking

▼ prmanLightShader   PxrAovLight

▸ Notes

AOV Name   tree_mask

▼ Refine

Use Color

Invert

In Primvary Hit

In Refraction

In Reflection

On Volume Boundaries

Use Throughput

Parameters

PrmanOutputChannelDefine ■ PrmanOutputChannelDefine

name tree_mask

type varying float

▸ params   Ad

▼ ■ RenderOutputDefine ■ RenderOutputDefine

outputName treeAOV

Creating new output 'tree

type color

includedByDefault Yes

forceLegacyChannelNames Yes

▼ rendererSettings

colorSpace linear

fileExtension exr

channel tree_mask

▸ convertSettings

clampOutput No

colorConvert Yes