

Tutorials in Maya

Here you will find a growing list of documentation tutorials for simple tasks and workflows.

Please visit the [community site](#) for complex solutions and examples made by Pixar staff and Community members like yourself!

- [Using PxrMatteID](#) - This tutorial will help you create an RGB or textured set of passes sometimes referred to as masks, mattes, or a clown pass for later compositing use.
- [Cryptomatte in Maya](#) - This quick explanation shows you where to create and use a [PxrCryptomatte](#) sample filter.