AOV Output Node

Shader AOVs (Arbitrary Output Variables) provide custom render passes for arbitrary shader node components. As an artist this can be a good way to debug or tweak very fine details of a scene in post-processing. To use shader AOVs create the pass in the Shader AOV panel then reference that pass with the *AOV Output* shading node. Shader AOVs can be added or removed in the *Shader AOV* panel.

> Tip
>
> The *AOV Output* node can be used in Material and World shader nodes.

Inputs

Color

Output a color variable; as the name suggest can be used for a color but also a normal value.

Value

Output a single numerical value.

Properties

Name

The name of the render pass to assign the input value to. This property has the same *Name* that is specified in the Shader AOV panel.

Outputs

This node has no outputs.