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# 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.

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