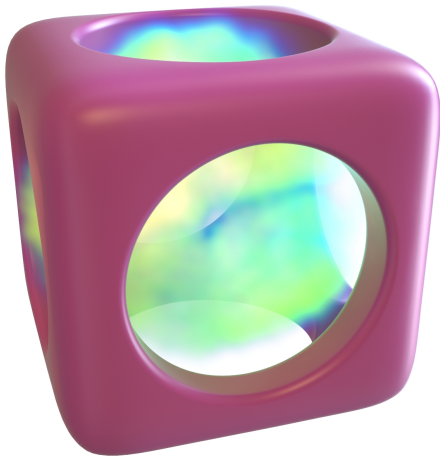


# V-Ray Material Output

This page provides information about the V-Ray Material Output node in V-Ray for Houdini.

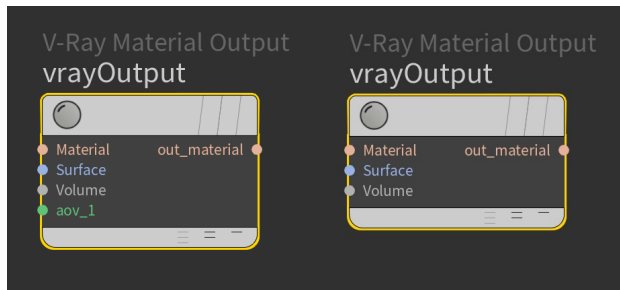
## Overview

The V-Ray Material Output node collects various shader nodes. It gives you control over which shader goes in the render output.



## Node

The vrayMaterialOutput node offers only input slots for the Material, Surface, Simulation shader and AOVs. There are no output slots in this node.



## Parameters

The Arbitrary Output Variable (AOV) implementation utilizes a V-Ray Extra Texture render element. The AOV will be populated only by those objects in the scene which share the same material assignment. Multiple Material Output VOPs can write to the same AOV when the Name parameter is the same between them – in such cases the final image will be an Additive composite of the individual elements.

**AOVs** – Specifies the number of AOVs to export.

**Name** – Specifies the AOV name. When multiple Material Output VOPs write to the same AOV, the results are composited in Additive mode.

**Color** – Default color when no input connection is present.

**Force 32-bit Output** – When enabled, stores the Extra Texture render element as a 32-bit float even when writing a 16-bit raw image. This option applies only to multichannel .exr files.

**Force Lossless Compression** – When enabled, forces lossless compression for this channel when DWAA/DWAB compression is used.

AOVs

1

+

-

Clear

✕

+

Name 1

Color 1

☐ Force 32-bit Output

☐ Force Lossless Compression