

Material ID

This page provides information on the Material ID Node in V-Ray for Blender.

Overview

This node allows you to assign an ID number to any material in your scene. This ID can be later used to extract a mask for all objects with that material using the MultiMatte render element.

UI Path

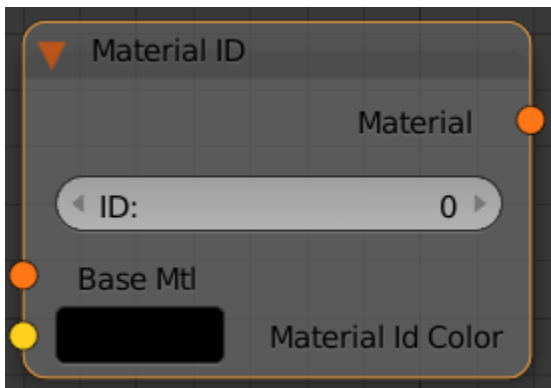
[[Node Editor]] > **Add** > **Material** > **Material ID**

Node

ID – Sets a unique identification number for that material.

Base Mtl – A slot for the material that the ID will be assigned to.

Material Id Color – Sets color for Material ID.



Parameters

ID – Sets a unique identification number for that material.

