

Object ID

This page provides information on the Object ID Render Element which isolates individual objects with colors or integer values for compositing purposes.

Overview

In Nuke [Object IDs](#) can be added with the [VRayObjProp](#) node. Two or more objects in the scene can share the same Object ID.

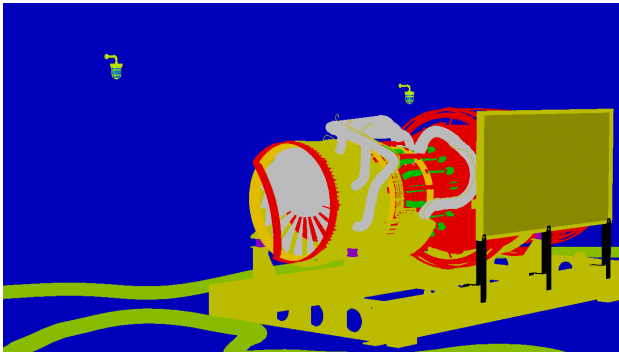
The **Object ID** Render Element creates selection masks based on Object ID. This render element either shows each object (by Object ID) in a solid unshaded color, or stores the Object IDs as integer values within the EXR format or V-Ray Image Format file.

More than one Object ID render element can be generated for a single rendering if desired.

The name of the Object ID render element must consist of the name of the Object ID itself, a dot and then any other string to be properly read in Nuke. For example, *VRayObjectID.example* .

Do not include numbers in the name.

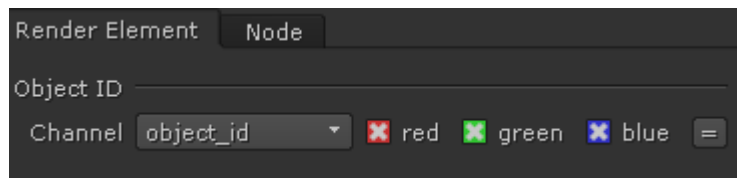
Use the gain slider to see the differences in color between the objects per Object ID.



UI Path: ||Toolbar|| > **V-Ray Menu icon** > Render > VRayRenderElement > Type: Object ID

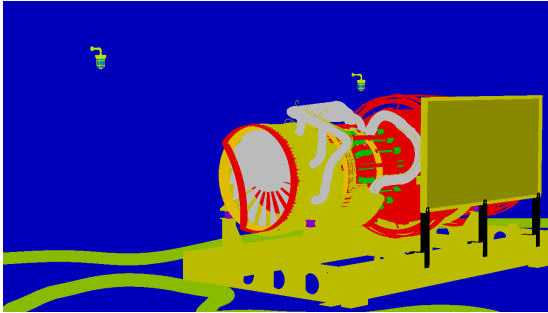
Properties

The Object ID render element has no controllable properties.

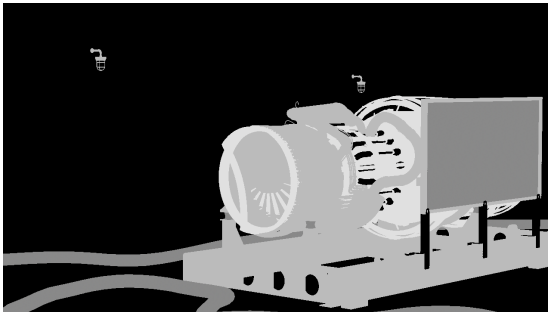


Common Uses

The Object ID Render Element is useful for isolating geometry in a scene based on the Object ID. This means that items can be isolated by use of a matte created from the solid colors within the Object ID pass.



Object ID Render Element



Matte created in composite by using only the red channel



Original beauty render



Glow and contrast added to the composite using matte created from
Object ID Render Element red channel (as a mask in composite)

Setup

Create a [VRayObjProp](#) node and connect it between the object node and the scene node. Set the **Object ID** to the required value. Note: each number corresponds to a different color.

Create a [VRayRenderElement](#) node and set the **Type** to **Object ID**.