

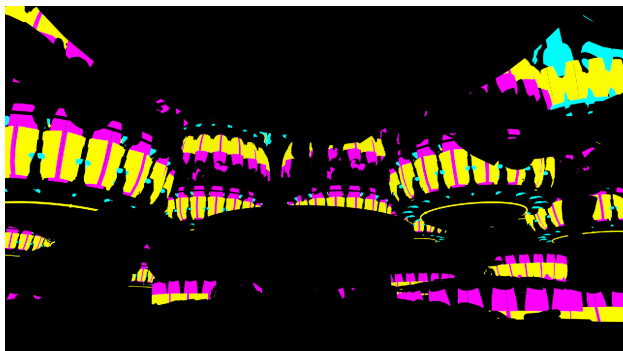
Material ID Color Channel

This page provides information on the Material ID Color Channel.

Overview

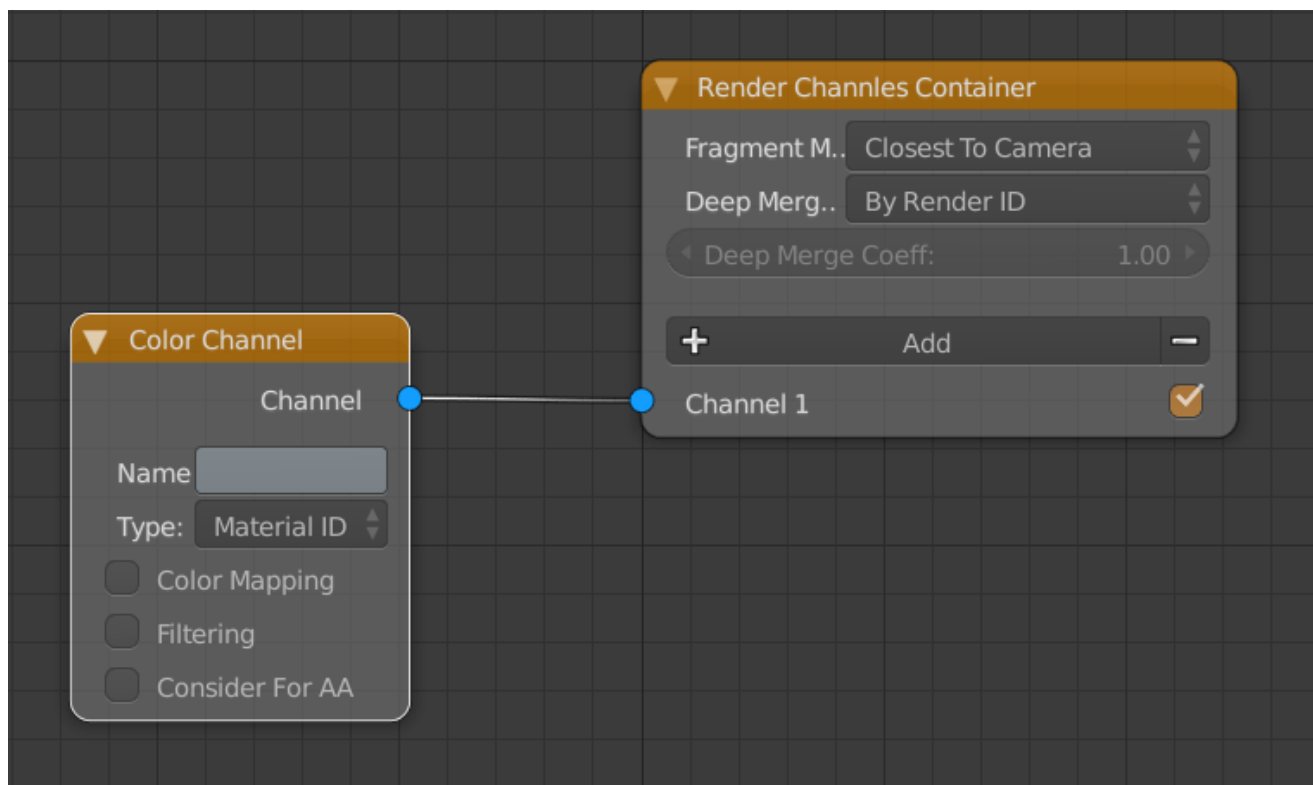
The Material ID Color Channel provides a mask for individual objects and materials that is easy to select in compositing software.

This render element shows solid unshaded color masks based on the selected Material ID color values that can be set using the Material ID V-Ray Attributes.



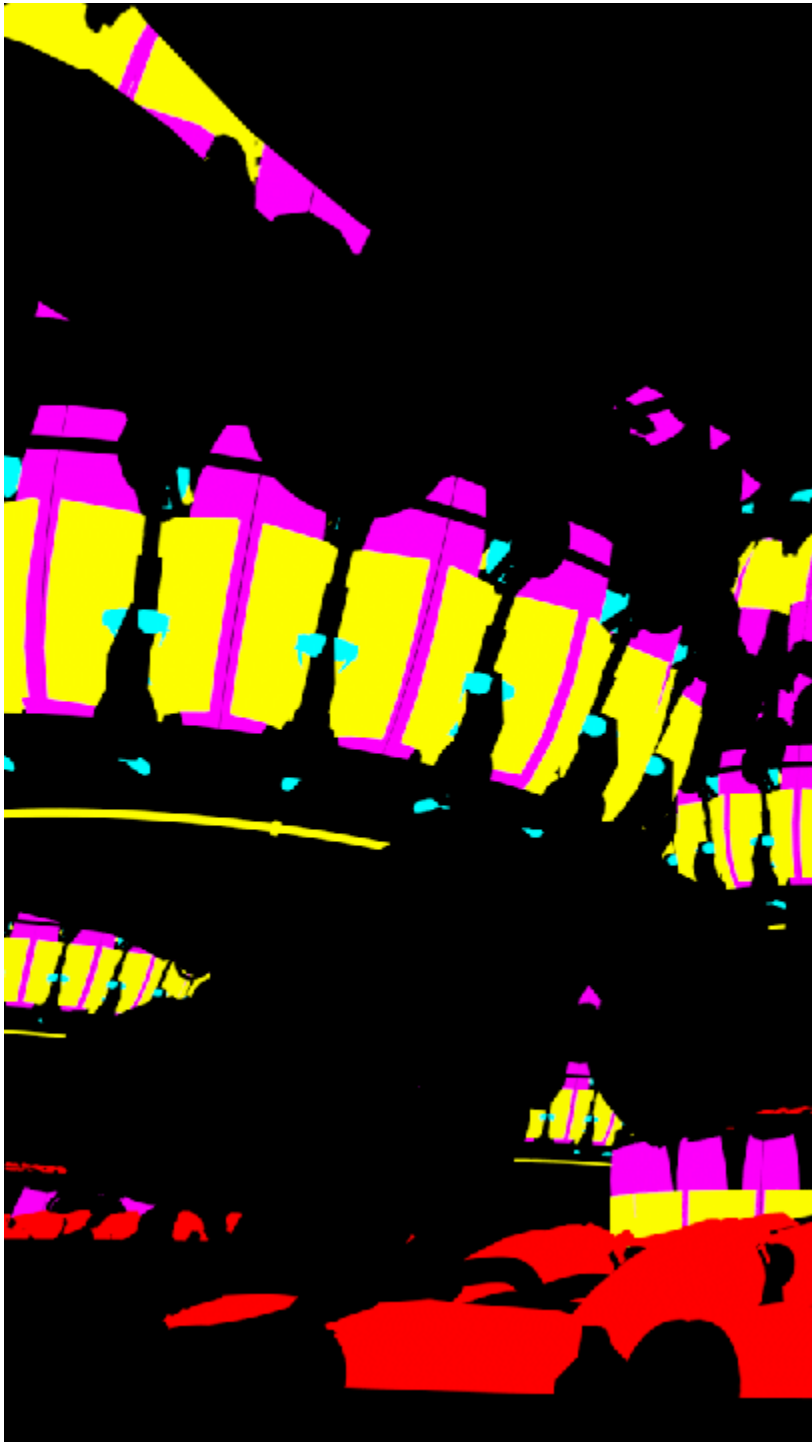
UI Path

||Node Editor|| > Add > Render Channels > Color Channel > Type > Material ID



Common Uses

The Material ID Render Channel is useful for isolating geometry in a scene so it can be enhanced or adjusted with post-production or compositing software.



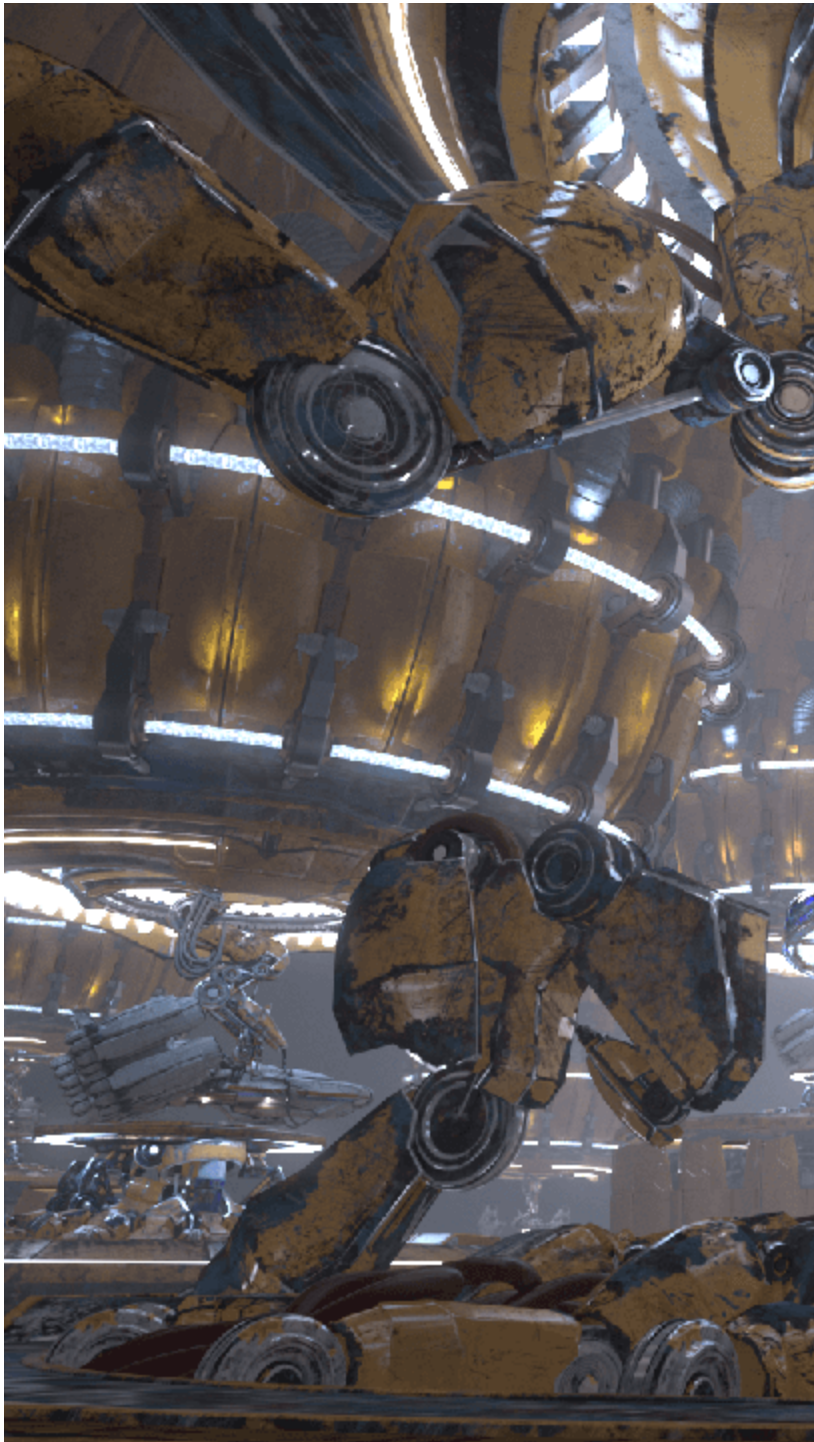
Material ID Render Element



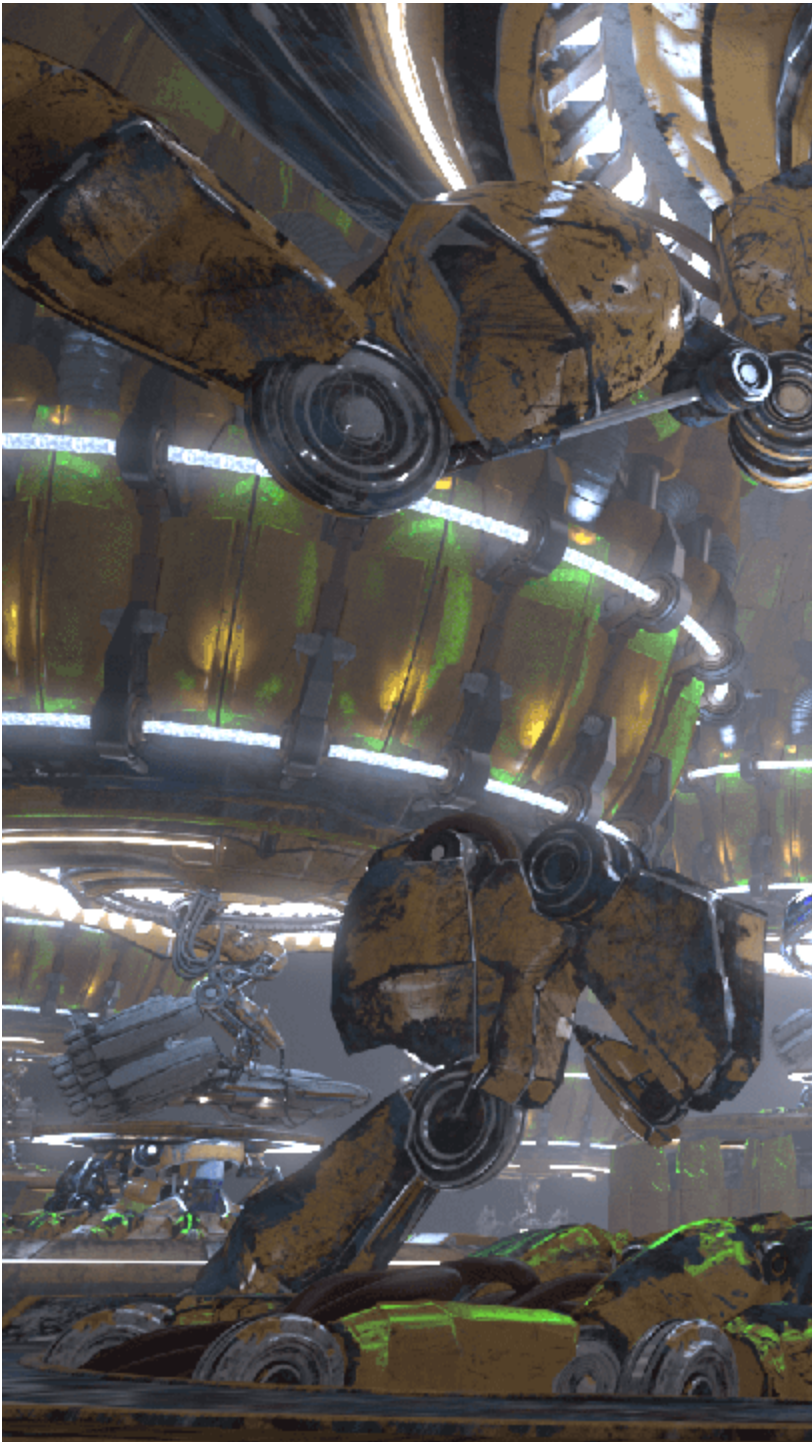
Matte created in composite using the red channel (as a mask in the composite)



The Reflections of the areas masked by the resulting matte have been tinted



Original Beauty render



A green tint has been added using Material ID red channel (as a mask in the composite)