# Multi Matte ID

The Multi Matte ID Render Element isolates objects with specific Multi Matte IDs for compositing purposes.

## Overview

The Multi Matte ID Render Element provides a mask for individual objects and/or materials, based on the Multi Matte IDs that have been added as Extra V-Ray Attributes.

The Multi Matte ID Render Element contains no shading information at all, and only contains blocks of color that correspond to each **Multi Matte ID** . It uses the Multi Matte ID set when the Material ID attribute is added to a material.

UI Path: ||Display Render Settings button|| > Render Elements tab > Multi Matte ID
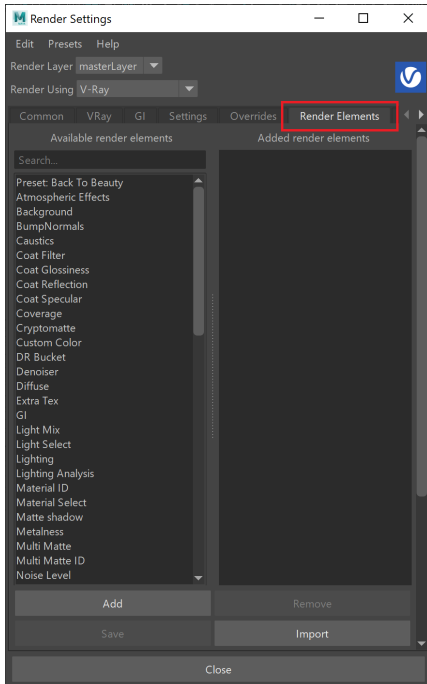


To use render elements, select from the Available render elements column and click the **Add** button to add the passes you wish to generate at render time. When you render the scene, the added render elements listed in the column on the right, will also render, which can be viewed from the VFB window's channel drop-down menu.

For more information on the parameters on this dialog, see the Render Elements tab page.
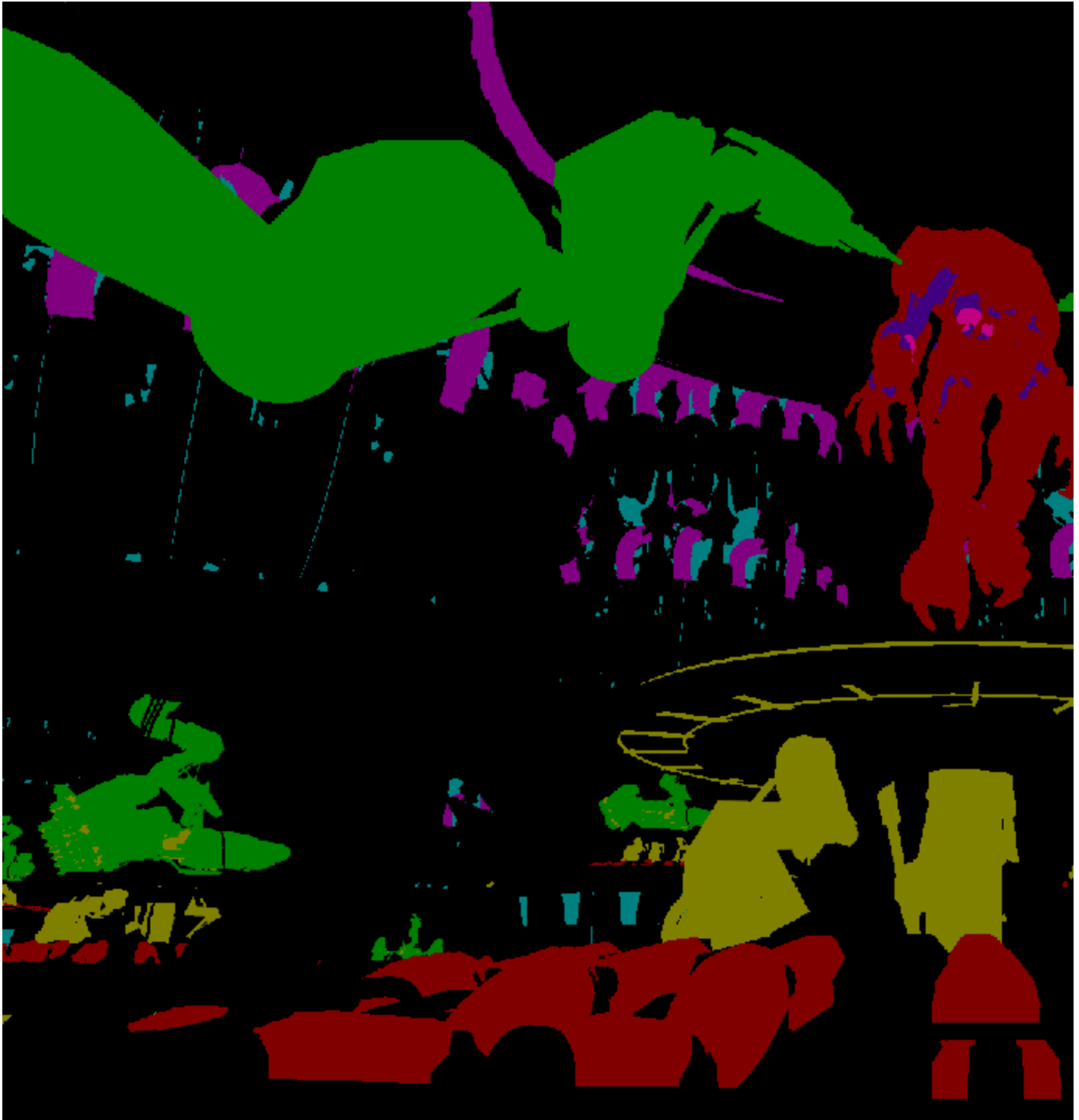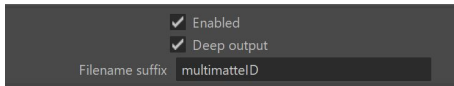
## Attributes

The parameters for this render element appear in the Attribute Editor under Extra V-Ray Attributes.

**Enabled** – When enabled, the render element appears in the V-Ray frame buffer.

**Deep output** – Specifies whether to include this render element in deep images.

**Filename suffix** – The text added to the end of the rendered file, when saved as a separate file (e.g. myrender.multimatteID.vrimg).

This render element is not supported with V-Ray GPU rendering.

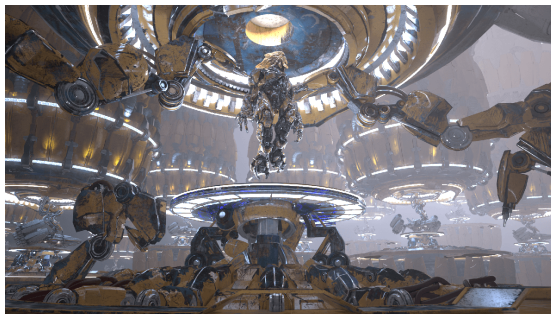## Multimatte ID Render Element Set up Procedure

Here's the workflow for setting up and using the Multi Matte ID Render Element:

- Select the material in the Hypershade that a Multi Matte ID Render Element is needed for.
- Add the Material ID attribute from Attributes > VRay > Material ID.
- Set the Multi Matte ID to the required value. Note: each number corresponds to a different color.
- Open the Render Settings and go to the Render Elements tab and from the Available render elements add a Multi Matte ID render element.
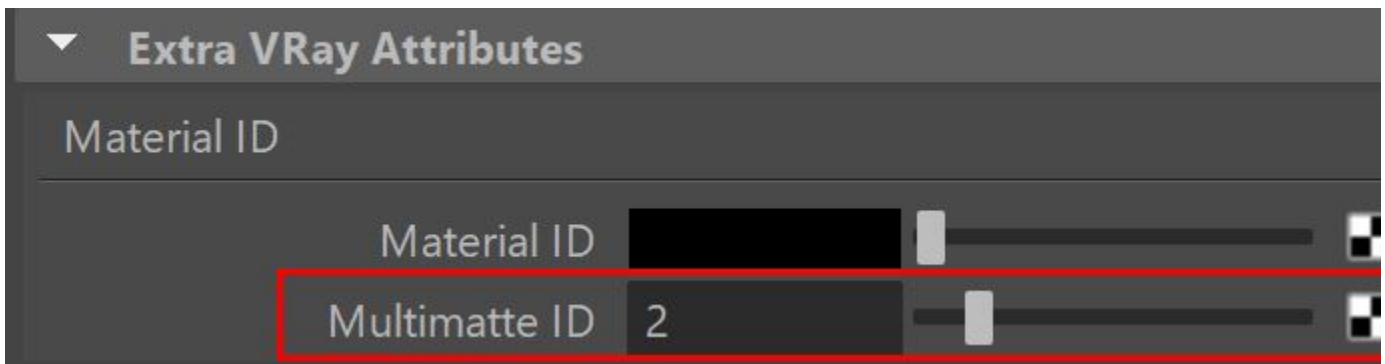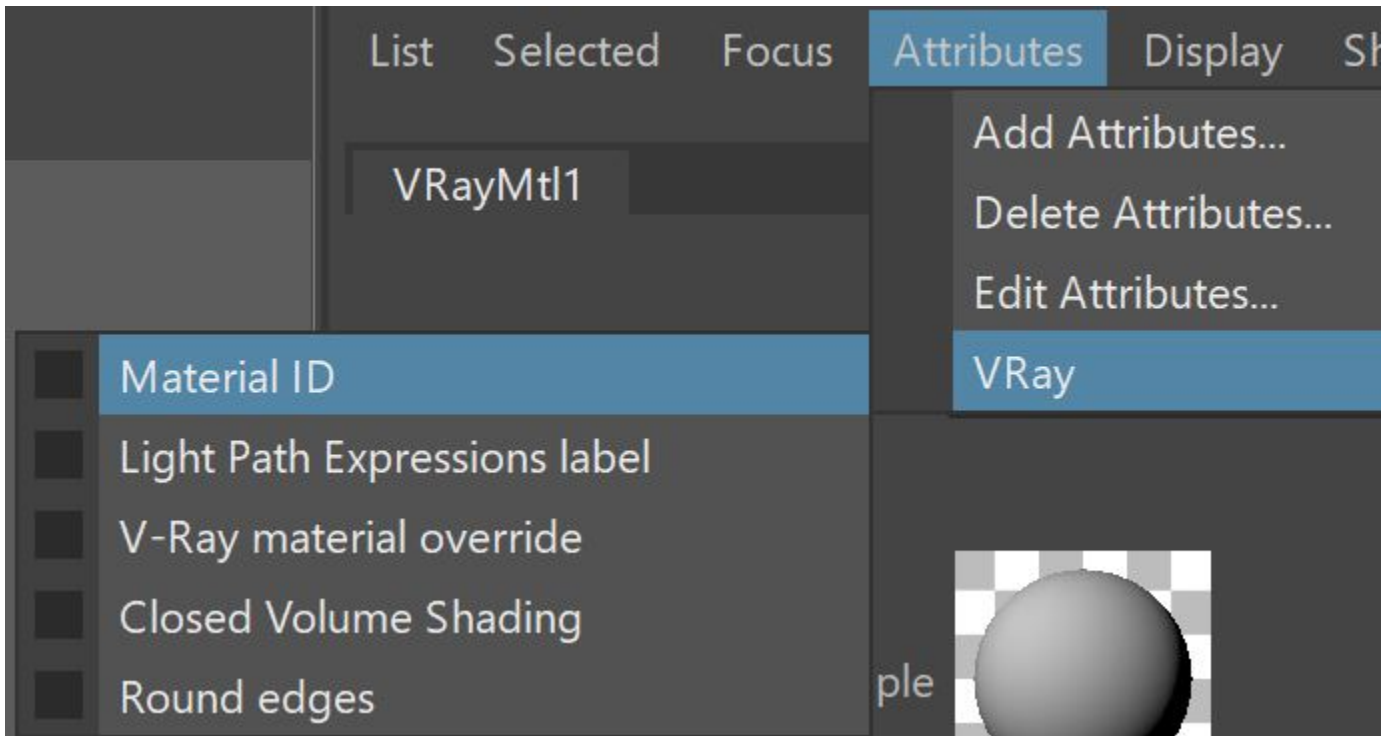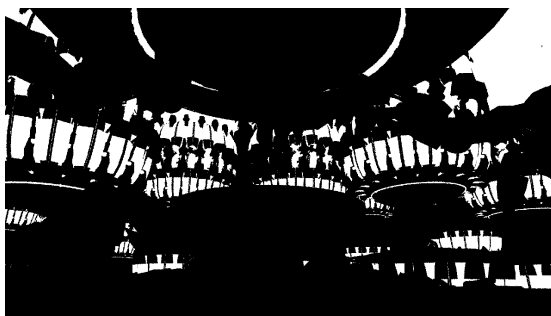
# Common Uses

A typical usage of this render element, is to use the colors produced in the **Multi Matte ID** to produce a mask or alpha channel in post production that covers everything with that **Multi Matte ID**.
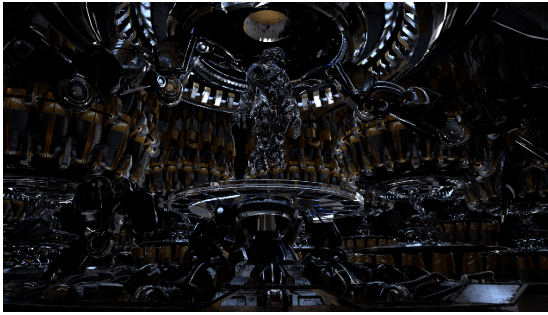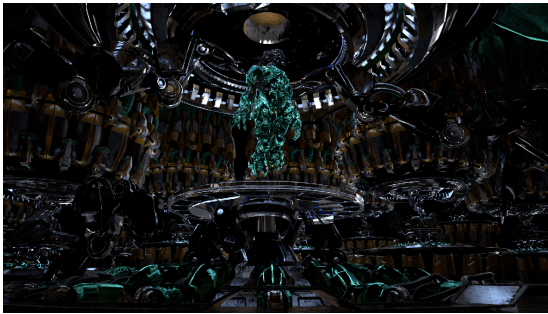


The Beauty Render Element



The Multi Matte ID Render Element



The Alpha Matte produced from the red channel of the Multi Matte ID render element

Reflection Render Element prior to grading using a matte created from the red channel of the Multi Matte ID Render Element



The Reflection Render Element using a matte created from the red channel of the Multi Matte ID Render Element to add contrast to the reflection on the suit and tint it blue



The resulting composite using the Multi Matte ID's for Control changing material colors without re-rendering