

Material ID Color

This page provides information about Material ID Color Render Element in V-Ray for Rhino.

Overview

Material ID Color render element creates a mask based on the material ID Color parameter. To add the render element, you first need to add [Material ID attribute from the Add Attribute](#)

button () to the material.

Opacity color and textures are supported by the Material ID Color channel.

This render channel is useful in a compositing process as a color mask for different materials in the scene.

Material ID Color

Beauty



UI Paths

||V-Ray Asset Editor|| > **Render Elements** (right-click) > **Material ID Color**

||V-Ray Asset Editor|| > **Create Asset** (left-click) > **Render Elements** > **Material ID Color**

How to Set Material ID Color

After you add a Material ID attribute to the material, an automatic Material ID Color is set, but you can change it from the Asset Editor and select the preferred ID Color.

