

# Cryptomatte

This page provides information about the Cryptomatte render element in V-Ray for Rhino.

## Overview

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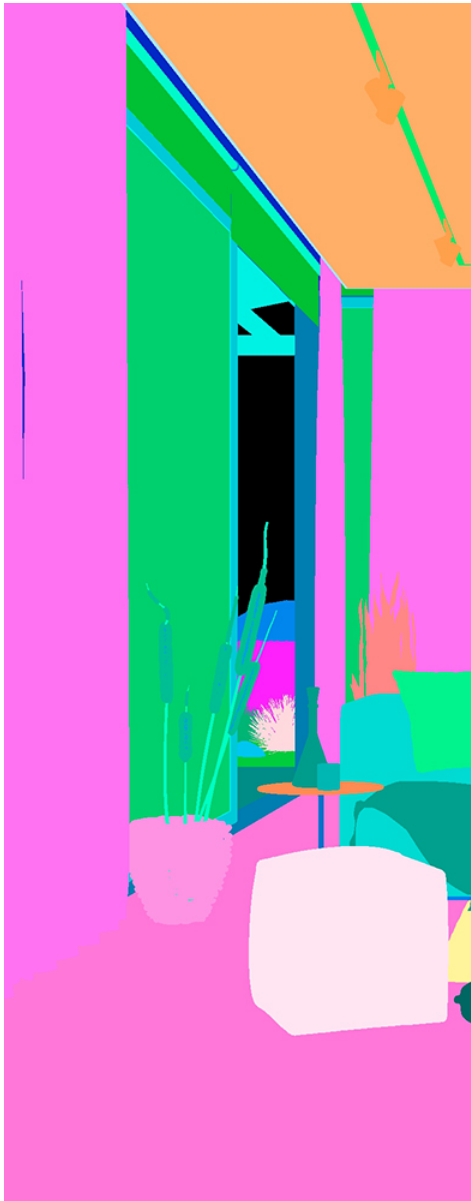
Cryptomatte is a method developed by [Psyop](#) for efficiently encoding accurate mattes. It typically uses three to five automatically generated render channels stored in a multichannel OpenEXR file which removes the hassle of creating dozens or hundreds of Multimattes.

Compared to the Multimatte Render Elements, Cryptomatte offers the following:

- Does not require a setup with object IDs, etc.
- Only requires a fixed number of additional render elements, typically four.

The Cryptomatte render element can be used for post-production using 3rd-party software plugins, such as the Cryptomatte plugin for Nuke or Fusion and Exr-IO for Adobe Photoshop.

Cryptomatte  
Beauty





With V-ray 5.10.02, the Cryptomatte Render Element works with the Progressive Image Sampler type as well.

## UI Paths

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||V-Ray Asset Editor|| > **Render Elements** (right-click) > **Cryptomatte**  
||V-Ray Asset Editor|| > **Create Asset** (left-click) > **Render Elements** > **Cryptomatte**

## Parameters

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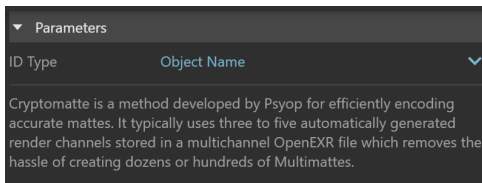
**ID Type** – Specifies how the ID mattes are created.

**Object Name** – Creates mattes based on object names. Note that object IDs are used in case no scene name is specified.

**Material Name** – Creates mattes based on the materials in the scene.

**Object Name with Hierarchy** – Creates mattes by object names with full scene hierarchy path.

**Layer Names** – Creates mattes based on the layer names the object belongs to.



## Common Use

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After producing a multichannel exr image with the **Cryptomatte** layer, we can use it in a compositing application, such as Nuke, to color correct the image. This example shows the before and after color correcting.

Before  
After



