# Object Select

This page provides information on the Object Select Node in V-Ray for Blender.

## Overview

The Object Select Render Channel stores only the object(s) called out with a specific Object or Material ID.

This effect is reversible to create a render element that excludes a particular object or objects according to Object or Material ID.

When rendering this element out, it will also include a filter and alpha passes separately to help make it easier to use when compositing.



## UI Path

||Node Editor|| > **Add** > **Render Channels** > **Object Select**

## Node

**Name** – The name of the render channel.

**Use Mtl Id** – When enabled, V-Ray is going to extract the contribution of all objects that have a material with the specific material ID assigned to them.

**Object IDs/Material IDs** – List of selected IDs included in this render pass.

**Affect Matte Objects** – Controls whether or not matte objects will be present in the render element.
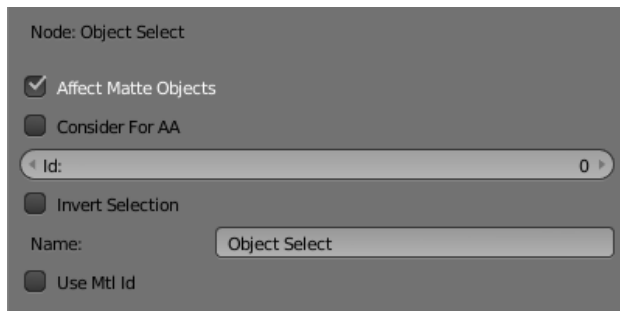
**Consider for AA** – Allows you to enable or disable the the sampling of the current render channel for antialiasing.
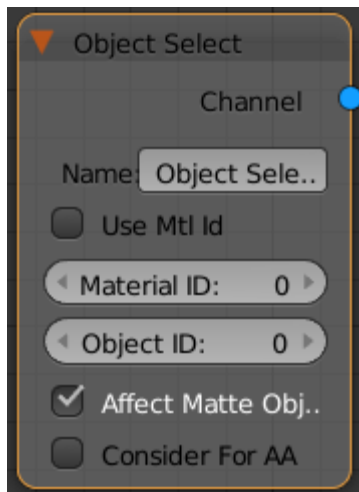
## Parameters

**Invert Selection** – Use the opposite of the selected objects in the render pass.
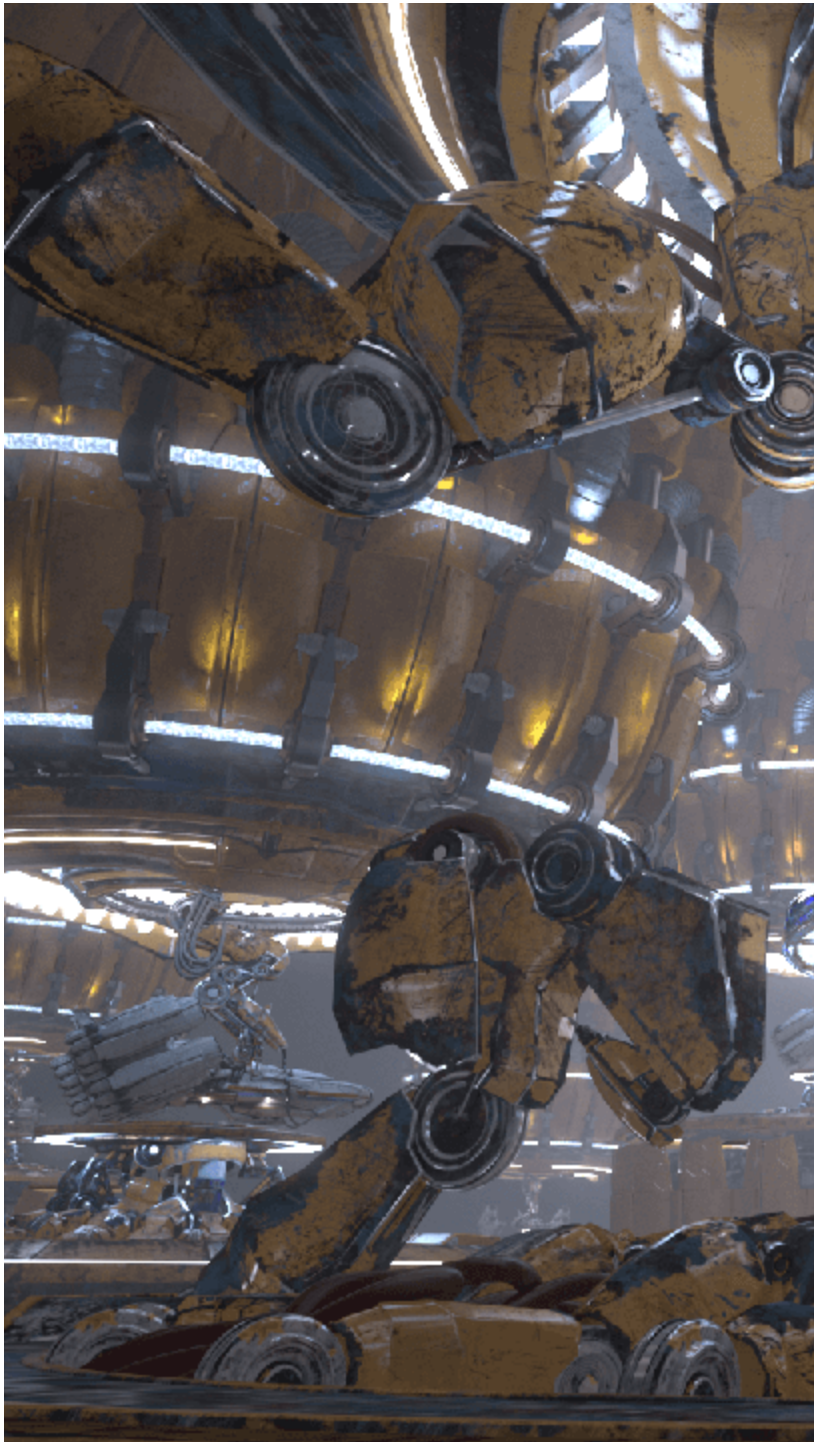


## Common Uses

The Object Select render element allows items to be isolated for easier control at a composite level. In the example shown below the robot arms at the front of the frame have been color corrected and tinted blue.
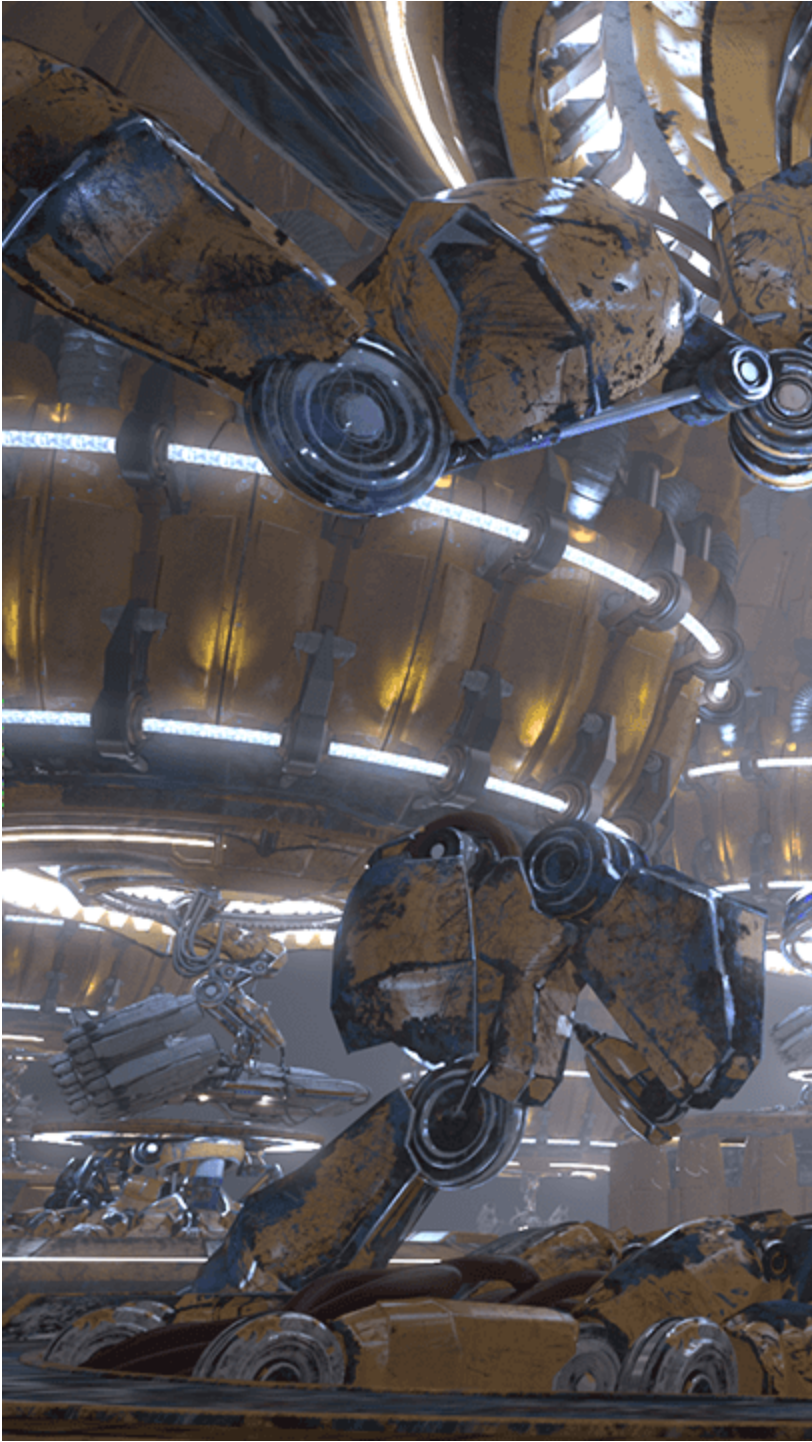
Object Select render Element

The original beauty Composite

Color Corrected and tinted Object Select Render Element

Robot arms tinted and color corrected via the Object Select Render Element