

Render Mask | V-RayRenderMask

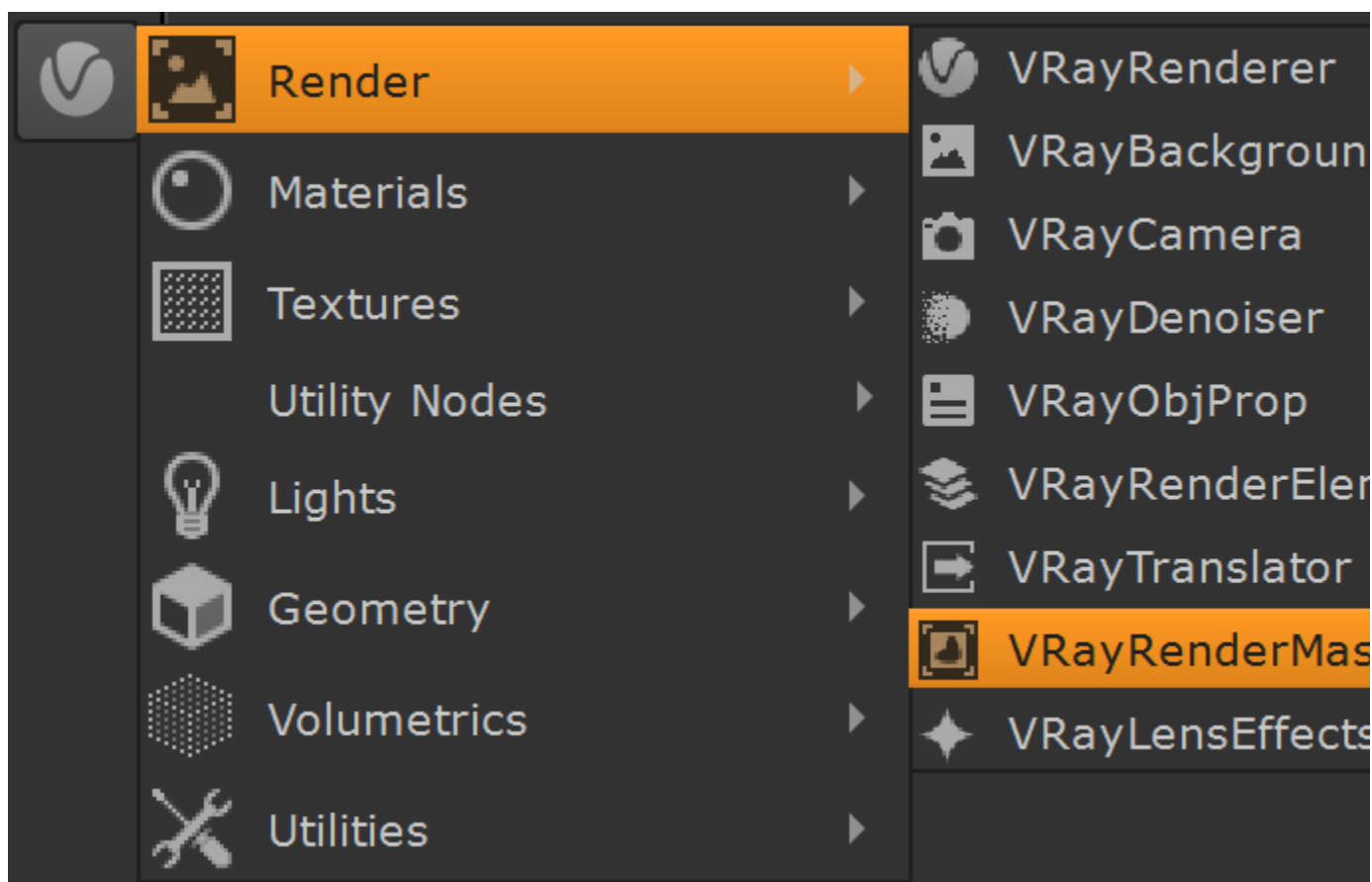
This page provides information on the V-RayRenderMask node.

Overview

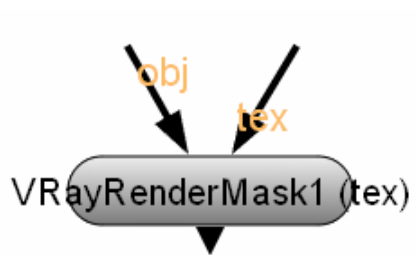
The Render Mask node makes it easy to select a part of the image you would like to render. It is more exact than Render Region and offers more control. The rest of the pixels are left intact.

The output should be connected to the scene node.

UI Path: ||Toolbar|| > **V-Ray menu icon** > **Render** > V-RayRenderMask



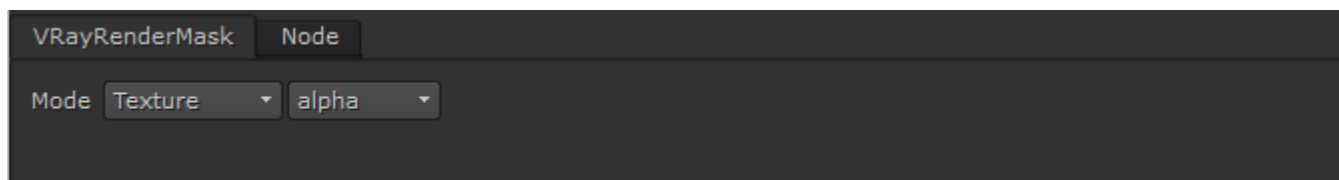
Inputs



tex – The input texture for when VRayRenderMask is in **Texture** mode.

obj - The input objects for when VRayRenderMask is in **Objects** Mode

Parameters



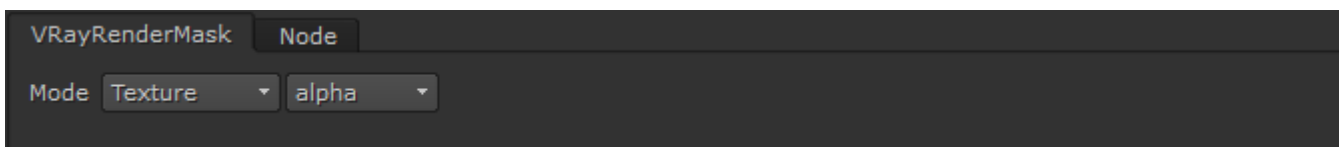
Mode – Selects the type of render mask to use.

Texture – A texture map is used for the render mask.

Objects – The objects connected to the **obj** input will be rendered. Supports multiple objects by connecting the input to Scene node.

Object Ids – Only objects with specified Object IDs will be rendered.

Texture



Texture Mode – Determines which channel will be used for the Render mask. Black values in the map define pixels which are not rendered. Pixels with any other values are rendered.

ObjectIds

VRayRenderMask

Node

Mode

ObjectsIds ▾

Object IDs

Object IDs – Only objects with specified Object IDs will be rendered. To list multiple Object IDs, separate them with a comma (,).