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ID Mask Node

The *ID Mask Node* creates a mask for a particular object or material in the render. It relies on the *Object Index* or *Material Index* [render pass](#), which is only available when rendering with Cycles.

See also

This node is superseded by the [Cryptomatte Node](#). Cryptomatte is more versatile and is supported by both Cycles and Eevee.

Inputs

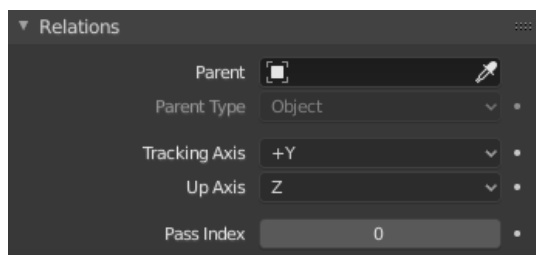
ID Value

Input for the *Object Index* or *Material Index* render pass. Once a pass is enabled, it can be accessed through the *IndexOB* or *IndexMA* slot of the [Render Layers Node](#).

Properties

Index

The index for which to create a mask. This index can be configured for objects at Properties ▸ Object ▸ Relations ▸ Pass Index, and for materials : Properties ▸ Material ▸ Settings ▸ Pass Index.



Object Pass Index.

Anti-Aliasing

Whether to smooth the mask edges.

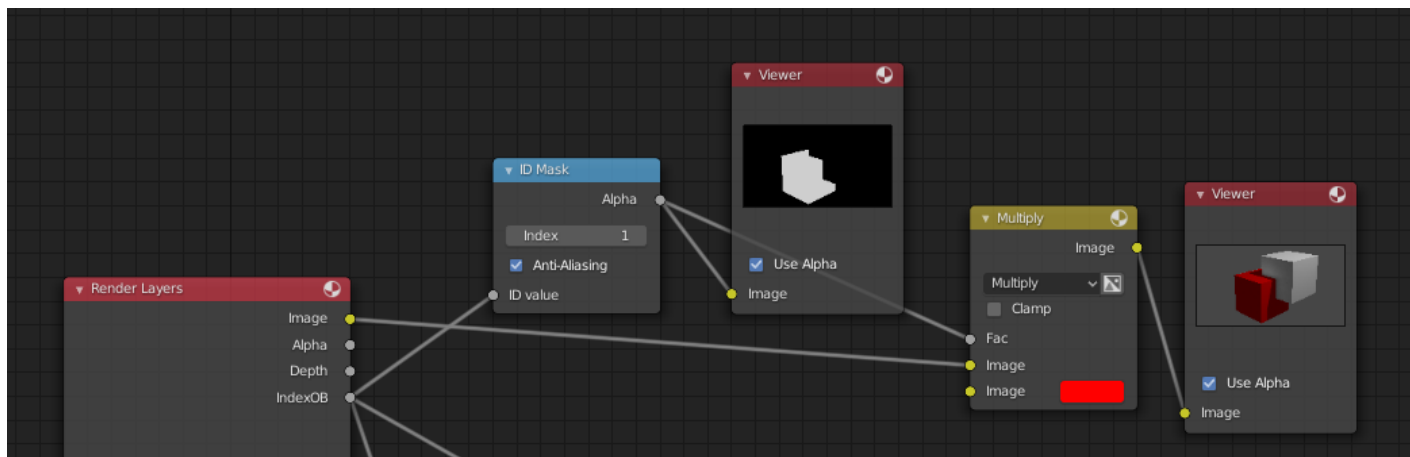
Outputs

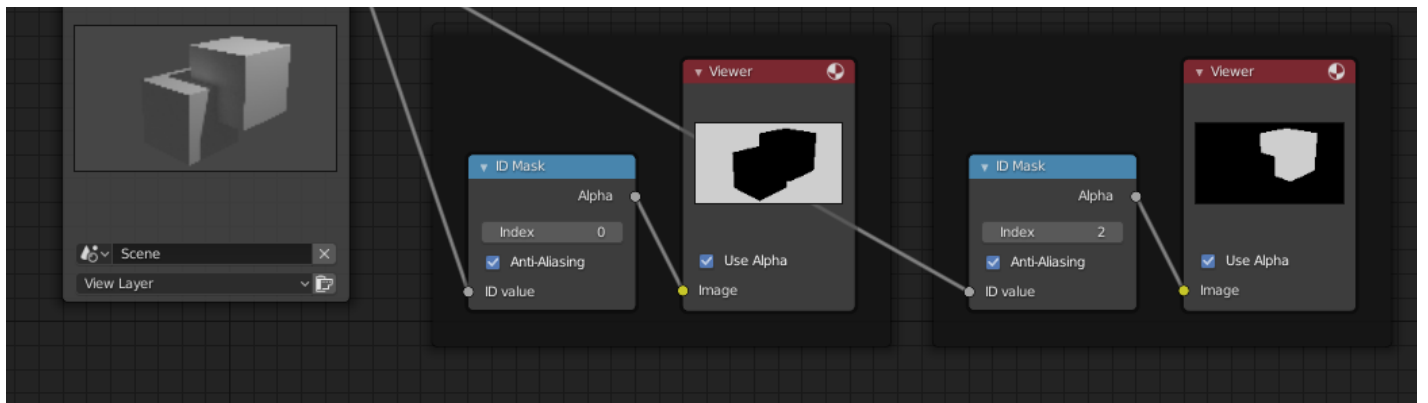
Alpha

A grayscale image that's white where the object exists and black where it does not.

Example

In the example below, the left and right cubes are assigned a *Pass Index* of 1 and 2 respectively. We extract a mask for the left cube, then use it to turn that cube red with a [Mix Node](#). The masks for the other Pass Indexes are also shown.





ID Mask node example.

Limitations

- [Volume Objects](#) are not supported.

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Last updated on 2025-05-10

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