

Composite Node

The Composite node is where the actual output from the Compositor is connected to the renderer. This node is updated after each render, but also reflects changes in the node tree (provided at least one finished input node is connected).

Inputs

Connecting a node to the Composite node will output the result of the prior tree of that node to the Compositor.

Image

RGB image. The default is black, so leaving this node unconnected will result in a black image.

Alpha

Alpha channel.

Properties

Use Alpha

Used alpha channel, colors are treated alpha *premultiplied*. If disabled, alpha channel gets set to 1, and colors are treated as alpha *straight*, i.e. color channels does not change.

Outputs

This node has no output sockets.

Note

If multiple Composite nodes are added, only the active one (last selected, indicated by a red header) will be used.