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Switch View Node

The *Switch View* node combines the *views* (left and right) into a single stereo 3D output. This can be useful if for example, you need to treat the view as separate images by combining each of the views.

See also

The multi-view workflow.

Inputs

Left

Left-eye image input.

Right

Right-eye image input.

Properties

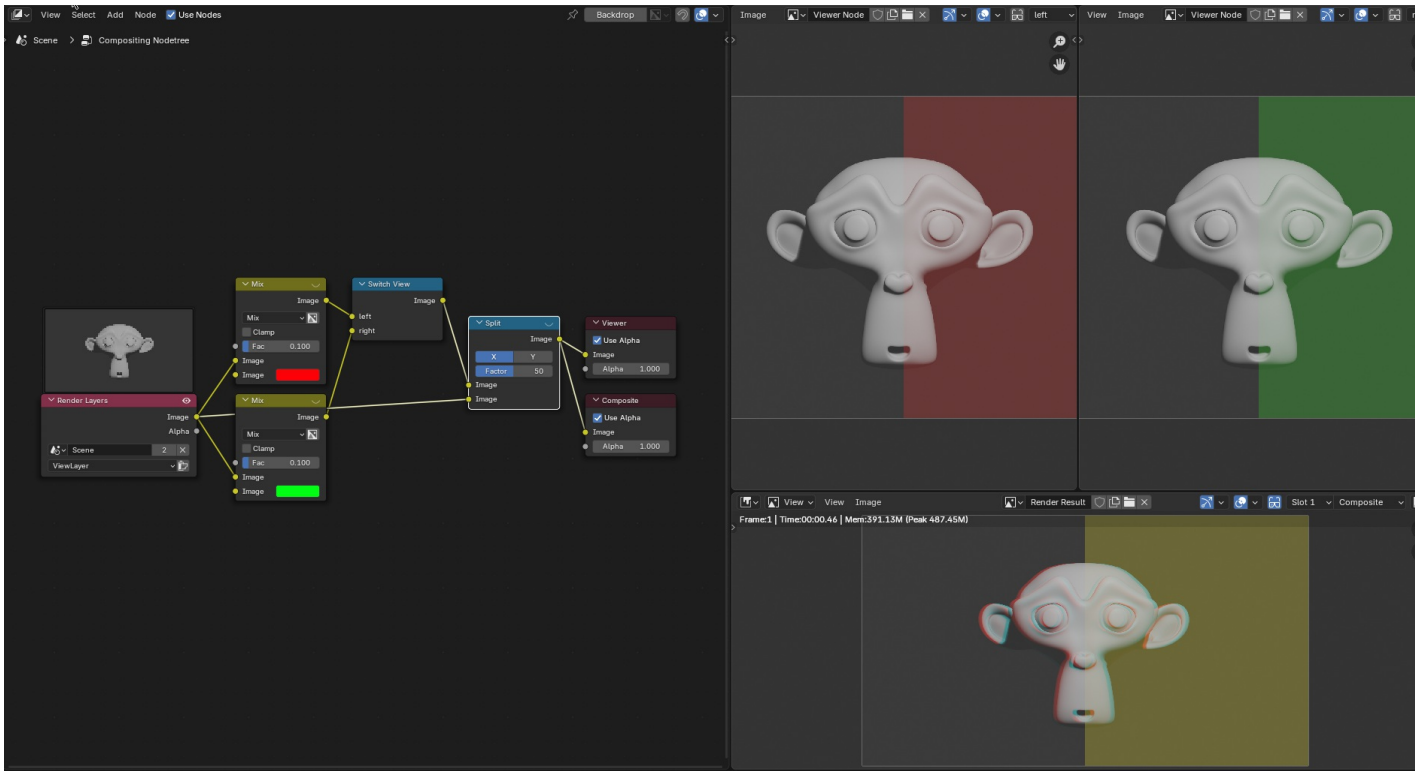
This node has no properties.

Outputs

Image

Stereo 3D image output.

Example



Render result, left and right views.

The views to render are defined in the current scene views, in a similar way as you define the composite output resolution in the current scene render pan regardless of the Image nodes resolutions or Render Layers from different scenes.

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