

# Inpaint Node

The *Inpaint node* is used to extend borders of an image into transparent or masked regions. This can be useful to solve problems like “wire removal” and holes created during chroma keying.

## Inputs

### Image

Standard color input.

## Properties

### Distance

The number of times to extend the image.

## Outputs

### Image

Standard color output.

## Examples

The left image shows the “wire” in place and after chroma keying has been applied. You will see you are left with a blank space – it’s shown as a black line here but it will be alpha in your Blender output.



Inpaint Node example.

Inpainting fills in a couple of pixels using the surrounding image and voilà... your wire is removed.

### Note

The wider the “hole” is, the more noticeable this effect is! If you use more than a few pixels of infill, the effect is almost as irritating as the wire and your viewers won’t be impressed.

Inpainting can also cover up a multitude of other minor sins such as control points for motion capture; use it sparingly and it will amaze.

[View Source](#)  
[View Translation](#)  
[Report issue on this page](#)