

[Skip to content](#)

Double Edge Mask Node

The *Double Edge Mask* node creates a gradient between two masks.



Inputs

Inner Mask

A mask representing the inside shape, which will be fully white.

Outer Mask

A mask representing the outside shape, which will fade from black at its edges to white at the *Inner Mask*.

Properties

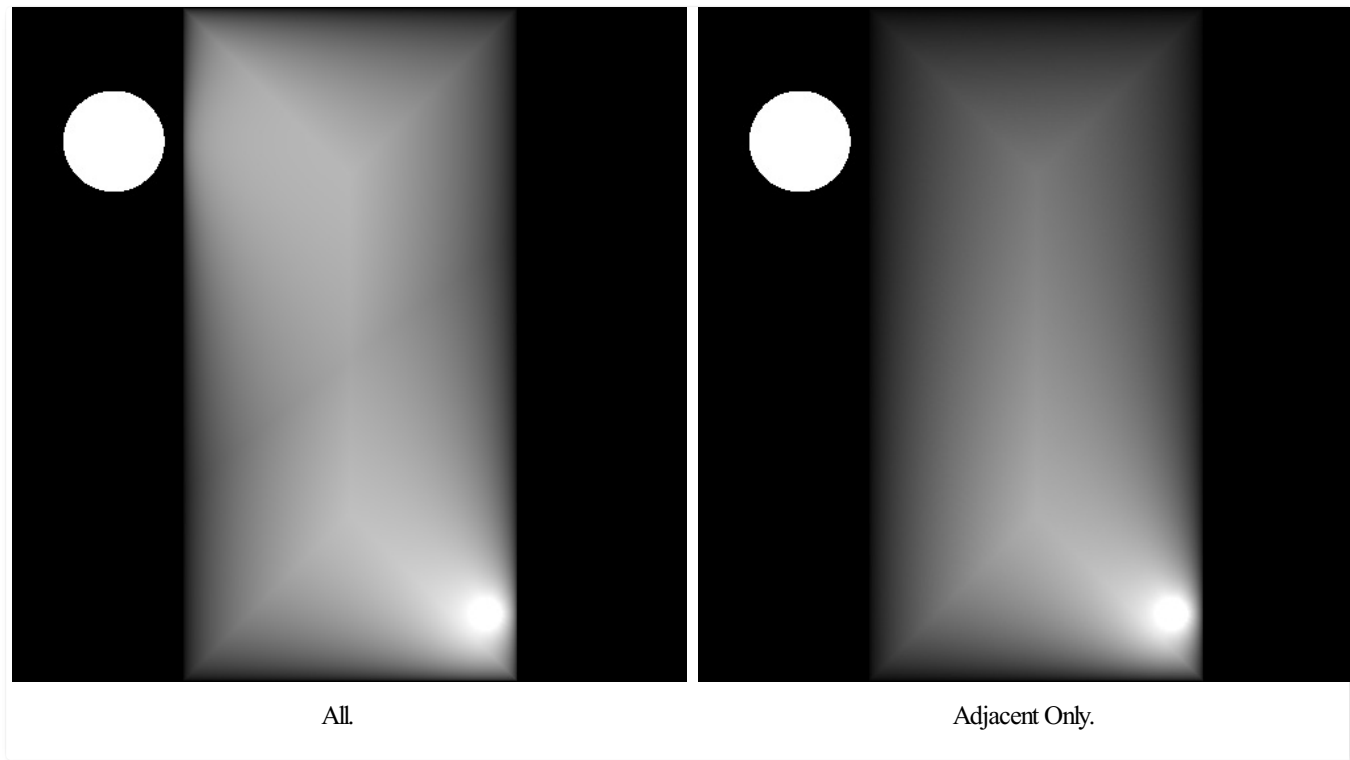
Inner Edge

All:

All shapes in the *Inner Mask* contribute to the gradient, even ones that do not touch the *Outer Mask* shape.

Adjacent Only:

Only shapes in the *Inner Mask* that overlap with the *Outer Mask* contribute to the gradient.



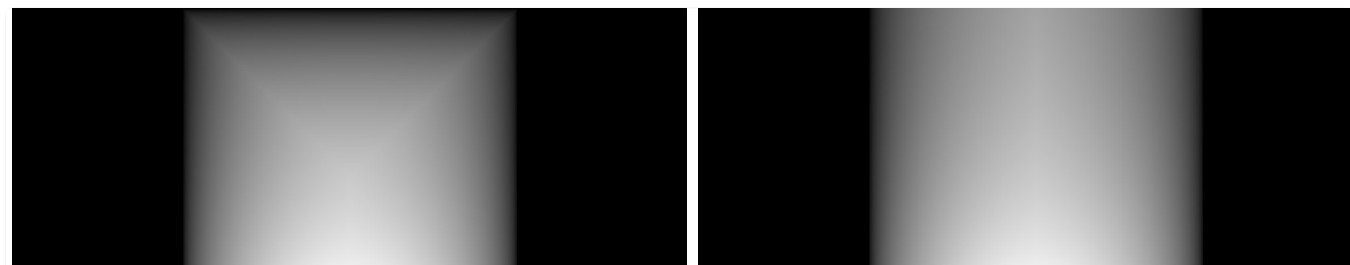
Buffer Edge

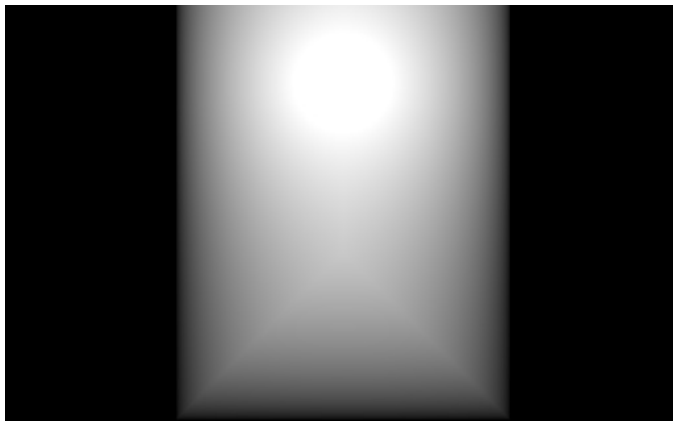
Keep In:

Parts of the *Outer Mask* that touch the edge of the image are treated as if they stop at the edge.

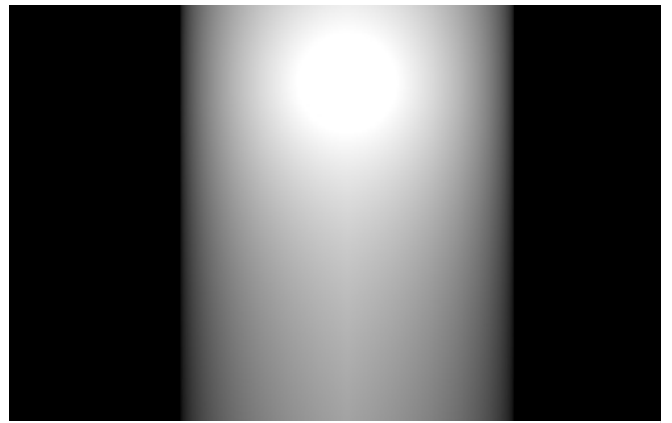
Bleed Out:

Parts of the *Outer Mask* that touch the edge of the image are extended beyond the boundary of the image.





Keep In.



Bleed Out.

Outputs

Mask

Standard mask output.

Example

[Double Edge Mask Example Video](#)

[Previous](#)
[Ellipse Mask Node](#)

[Copyright](#) © : This page is licensed under a CC-BY-SA 4.0 Int. License

Made with [Furo](#)

Last updated on 2025-05-10

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

[No](#)
[ID Mask No](#)