

Render Layers Node

Renders a [View Layer](#) and reads its [Passes](#) into the compositing node graph.

Inputs

This node has no input sockets.

Properties

Scene

The scene for which to render a view layer.

View Layer

The view layer to render. The button next to the dropdown re-renders it immediately.

Hint

To use the compositing output from another scene rather than its “raw” render output, first render that scene into a series of multi-layered images (using e.g. the OpenEXR format), then load those images into the Compositor of the current scene using the [Image Node](#).

Outputs

Image

Rendered image.

Alpha

Alpha channel.

Render pass sockets

Additional outputs for any enabled render passes.

Note

The [viewport compositor](#) only supports render passes when using EEVEE. For other engines, the passes will be empty.