

The *Holdout* shader node is used to create a “hole” in the image with zero alpha transparency, which is useful for compositing (see [Alpha Channel](#)).

Inputs

This node has no inputs.

Properties

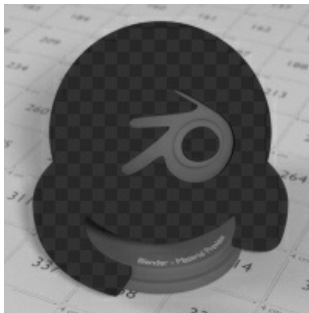
This node has no properties.

Outputs

Holdout

Standard shader output.

Examples



The checkered area is a region with zero alpha.

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